No duff disks!

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amiga FORCE



COMBAT AIR PATROL

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PINBALL WIZARD!

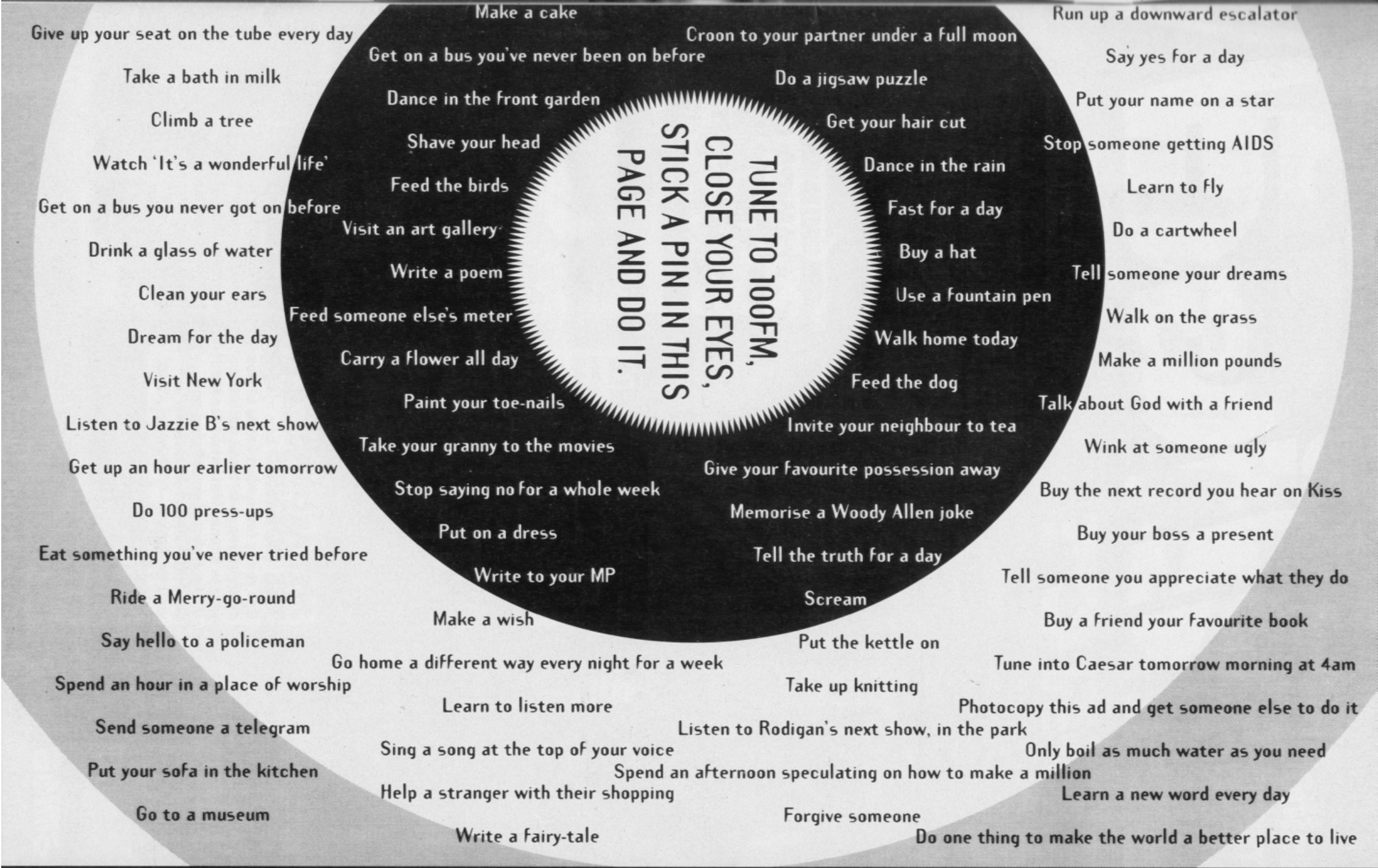
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Inside: FORCE NINE MAIL ■ PD ROUND-UP ■ LOOM TIPS ■ ■ HOT AMIGA NEWS ■ CUT-OUT 'N' CHEAT SPECIAL!

100% ALIVE


Pick up someone else's litter
Send your mum some flowers
Strip right down to your underwear
Go for a run around the block
Tune your radio to Kiss and pull the knob off
Believe in yourself
Eat a pineapple
Write the alphabet backwards
Meet an old friend you haven't seen for years
Make a record
Dance the dance electric
Plant a tree
Phone someone you love
Learn a second language
Go and see Ryan Giggs
Get your nipple pierced
Ring 071 700 3100 and tell London something it needs to know
Play football in the street
Give £100 to a down and out
Make a statement
Order an empty skip and leave it outside your house for a week
Learn something new every day
Throw away your watch
Laugh
Take a picture of your back
Go for a day without speaking
Every day at the same time stop and think about something wonderful
Say a prayer every night
Have a day without TV
Read a page from a book by Charles Dickens
Hug someone of the same sex
Put your change into a bottle for a year and give it to charity
Visit Great Ormond Street Hospital
Go to the market and spend 10p
Help someone today
Wear a wig
Make everyone at work a cup of tea
Take a friend to the zoo
Write to Mother Teresa
Turn your radio up full blast
Teach a child to read
Buy a book on Jeff Koons
Stare at the clouds for a full ten minutes
Buy Marvin Gaye's 'What's going on'
Tell someone a secret
Begin something you've always wanted to begin
Talk to a child about the future
Think purple
Wallpaper the inside of your car
Go on holiday and don't take any luggage

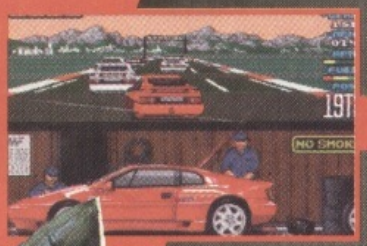


Make a cake
Get on a bus you've never been on before
Dance in the front garden
Shave your head
Feed the birds
Visit an art gallery
Write a poem
Feed someone else's meter
Carry a flower all day
Paint your toe-nails
Take your granny to the movies
Stop saying no for a whole week
Put on a dress
Write to your MP
Make a wish
Go home a different way every night for a week
Learn to listen more
Sing a song at the top of your voice
Help a stranger with their shopping
Write a fairy-tale
Croon to your partner under a full moon
Do a jigsaw puzzle
Get your hair cut
Dance in the rain
Fast for a day
Buy a hat
Use a fountain pen
Walk home today
Feed the dog
Invite your neighbour to tea
Give your favourite possession away
Memorise a Woody Allen joke
Tell the truth for a day
Scream
Put the kettle on
Take up knitting
Listen to Rodigan's next show, in the park
Spend an afternoon speculating on how to make a million
Forgive someone
Do one thing to make the world a better place to live
Run up a downward escalator
Say yes for a day
Put your name on a star
Stop someone getting AIDS
Learn to fly
Do a cartwheel
Tell someone your dreams
Walk on the grass
Make a million pounds
Talk about God with a friend
Wink at someone ugly
Buy the next record you hear on Kiss
Buy your boss a present
Tell someone you appreciate what they do
Buy a friend your favourite book
Tune into Caesar tomorrow morning at 4am
Photocopy this ad and get someone else to do it
Only boil as much water as you need
Learn a new word every day
Give up your seat on the tube every day
Take a bath in milk
Climb a tree
Watch 'It's a wonderful life'
Get on a bus you never got on before
Drink a glass of water
Clean your ears
Dream for the day
Visit New York
Listen to Jazzie B's next show
Get up an hour earlier tomorrow
Do 100 press-ups
Eat something you've never tried before
Ride a Merry-go-round
Say hello to a policeman
Spend an hour in a place of worship
Send someone a telegram
Put your sofa in the kitchen
Go to a museum

Kiss 100fm

amiga FORCE

ISSUE 11
NOVEMBER 1993



READ ALL ABOUT IT!
A new adventure from Mental Image, a data disk for *Syndicate*, an exciting CD release from Gremlin and more!

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Your chance to grab one of these great new machines in our amazing Commodore giveaway!



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A peek behind the scenes at MicroProse — undisputed kings of the strategy game.



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amiga FORCE

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SEGA MASTER FORCE
and coming soon...
MEGA MACHINES

Read all about it!

AF GOES TO FAWLTY TOWERS!

Welcome, one and all, to the very latest issue of Britain's fastest moving Amiga magazine.

Fastest moving in every sense this month — as we've just finished unpacking all of our stuff here at AF's new editorial offices located in Newton Abbot.

Yep, we've finally moved away from the warm glowing lights of Ludlow in Shropshire and set up camp here in the even slower county of Devon.

There are pros and cons to this whole moving thing. On the up side we no longer have to share a coffee machine with the likes of the kids working on MEGA MACHINES. On the down side, we don't have a coffee machine anymore.

Anyway, it's almost lunchtime on the final day of this spectacular issue and we're all off out to the chip shop — found downstairs when we were looking for the toilets. Oh yeah, not having a toilet is a bit of a down side as well.

There are a few new names to get used to this issue and we're sure you'll agree that they are all worthy additions to the team. Check out the contents pages to see who we all are and what we do (during office hours!)

Coming back to more mundane matters like sex drugs and money, last month Phil said that we were coming down in price this month. Well, not to put too fine a point on it, he lied. Not intentionally you understand, he just didn't realise how expensive it is to live in Devon.

Anyways, enjoy the new issue and don't forget to drop the new team a line to let them know what you think.

MONSTERS MASHED

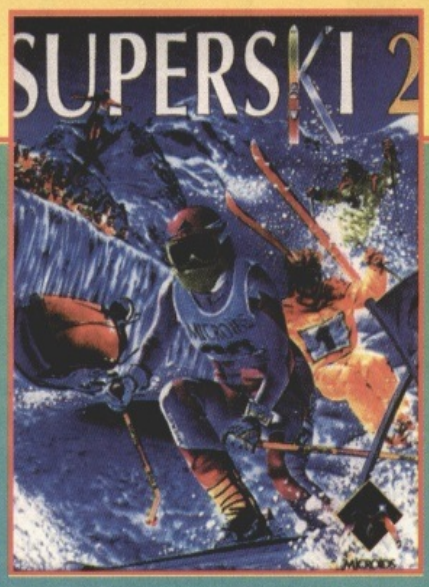
Ocean have abandoned their much-publicised *Universal Monsters* project. Despite being in development for some time (and getting good reviews in lesser mags) the game was nowhere near publishable standards and Ocean were unwilling to throw good money after bad.



CHRISTMAS SHOPPING MANIA!

You know how you always run out of ideas for Christmas stocking fillers? Well, worry no more. Just check out the great bargain titles available for only £2.99 from Daze Marketing.

In what Daze describe as a special Christmas offer at 'ludicrously low prices' a host of top Amiga titles are up for grabs. The games on offer are *Storm Master*, *Metal Mutant*, *Crystals of Arborea*, *Boston Bomb Club*, *Superski 2* and *Starblade*. You can get

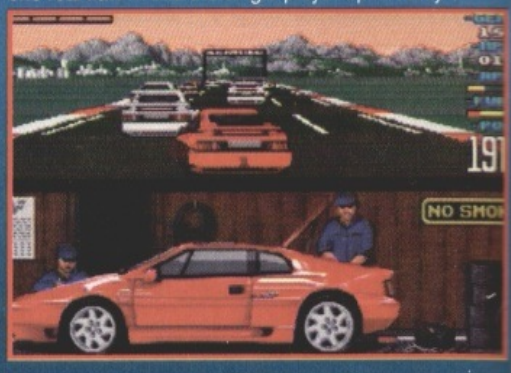


A GREMLIN IN THE WORKS

Gremlin Graphics are to release their celebrated *Lotus* trilogy on a single CD. Due for a November release, the CD32-only compilation is to feature enhanced versions of all three games, taking advantage of the machine's 32-bit architecture with new graphics and original CD music. According to Gremlin's marketing director David Martin, 'The Lotus image has become one of the most recognisable and powerful endorsements in the video games markets. To the consumer it's a seal of approval and to the trade a guarantee of quality and sales'.

Cd!

Yes, but is it any good? The first game, *Lotus Esprit Turbo Challenge*, is great. With its split-screen two-player option, wide variety of tracks and almost arcade-quality graphics it has previously been (and some may argue, still is) bonnet and sun-roof above its rivals. However, it does have one real flaw in that the single-player option only





your hands on one or all of them by contacting Daze Marketing direct. Simply send a cheque or postal order to Daze Marketing, 2 Canfield Place, London NW6 3BT or telephone 071 328 2762.

Hurry up, though, because Santa just might change his mind!

There are some great games in the Silmarils budget range, but also one or two turkeys. A quick look through the AMIGA FORCE back issues seperates the wheat from the chaff.

Starblade, reviewed in Issue Nine, scored a less-than-impressive 23%. 'The hero', we complained, 'is very sluggishly animated', and we concluded that 'the less said about this game the better' — enough said. *Storm Master* did better, clocking up a respectable 65% in Issue Six — it's not a bad strategy game at all. *Metal Mutant* is a limited but fun beat-'em-up that won't hold you forever but at £2.99 is a bit of a barg, while *Crystals of Arborea*, the first game in the *Ishar* series, is a neat RPG that's only let down by its sluggish running speed. Fans of the multi-sports sim will find *Superski 2* to their liking, but the biggest barg of the batch is *Boston Bomb Club*, a cool puzzler that owes much to *Pipemania* without being a clone. It's not exactly everone's cup of tea (or bag of bombs for that matter) but, again, the negligable price jumps to mind...



STAND AND DELIVER

Ace coders Mental Image are working on a blockbusting graphic adventure called *The Reluctant Highwayman*.

Played using a Lucasarts-style 'point and click' interface, the game features a shy, withdrawn hero who takes to highway robbery, not to make his fortune, but to impress the girls! 'We wanted to make a departure from the traditional swords and sorcery-type game', said a Mental Image spokesperson. 'That sort of adventure's been done to death'. No publisher has yet taken up the game, but expect more news as it's made.

Also in the pipeline are the sequels to the Shareware fruit machine sim *The Winning Post* which, although only just released, is already a great success. Mental Image hope to produce several different machines, which combine to make a *Pinball Fantasies*-style multi-machine event.

The next game on the cards is based on technology, and will feature all sorts of sub-games, some in which you have to 'win' a certain amount to access. They hope to make them interchangable within the game too, so you can take money earned on one fruit machine and spend it on another.

GAMETEK SEEK OUT NEW 'FRONTIERS'

Konami's most eagerly-awaited game of 1992 has now become the most eagerly-awaited game of 1993! Konami have never been shy about hyping up *Frontier — Elite II*, David Braben's follow-up to his original mega-selling space epic. The only problem has been actually providing Amiga hacks and home users with a definite release date. Strangely enough, it's actuallly Kelly Sumner's Gametek who have come up with the goods!

Konami have now announced that Gametek are to handle the worldwide sales and marketing of the Amiga, IBM-PC and Atari ST versions of the game. Gametek aim to release the game for the Christmas run-in on all three systems.

Previously Gametec have distributed a number of other top Konami titles, including *Batman Returns*, *Top Gun* and *Wilson Prostaff Golf*. Konami are confident that Gametek will use their marketing expertise to turn the sequel into an even bigger smash than the original *Elite*.



uses the half screen — a fault corrected in *Lotus Turbo Challenge 2*. Unfortunately *Lotus 3:The Ultimate Challenge* isn't up to the standards of its predecessors, with horrible chequered roads and a car that virtually steers itself. You can't actually crash in any of the Lotus games, a feature imposed on Gremlin Graphics by the licensing agreement. So does the CD package cut the mustard? Well that all depends on the price — which is to be arranged — and the enhancements. The first two games are on



budget already, so it'll have to be pretty cool if it's to take the chequered flag.



Gremlin are also planning a CD conversion of *Zool* (quelle surprise), based on the A1200 version, but with added ray-traced images. Also on the horizon are versions of *Zool 2*, *Lil' Devil* and *Premier Manager*, their successful footy management game.

SYNDICATE SOFTWARE SUCCESS

Bullfrog are planning a data disk for their best-selling and highly-acclaimed *Syndicate*. Featuring different weapons, features and 50 new levels, it's bound to be a sure-fire hit with the original game's many fans.

Among the many new features now available, the data disk will allow you to disguise your agent as a civilian and take out opponents by lobbing hand grenades over small buildings. The additional weapons include a Napalm gun, while you can also now use a transmitter to call down an emergency airstrike against the enemy. There's also a multi-player option to link Amigas, allowing you to interact with a friend throughout the game.



The price and release date will be announced soon, so prepare yourselves

News!

OCEAN GO SERIOUSLY NUTZ OVER A1200

A1200

Mancunian software giants Ocean have announced their first ever release written specifically for the Amiga 1200. Based on their latest character — Mr Nutz, a 'squirrel with attitude' — the game's due for a November appearance.

Unusually for Ocean the game isn't a character or film license, although they seem intent on making the red-furred one as instantly recognisable as Zool or Mario. The game is to benefit from national newspaper campaigns, a huge advertising budget, TV and radio coverage (they hope), a *Mr Nutz* roadshow and personal appearances throughout the country.

While the character of Mr Nutz has potential, is there room for another cutsie character at the moment? An interesting concept, its similarity to *Sonic the Hedgehog* could work against it. However, if it's a blinder it could, like *Zool*, be heralded as a *Sonic* beater. Only time will tell.

At the time of writing it isn't known whether or not *Mr Nutz* will make it onto the A500/600 or the CD32.



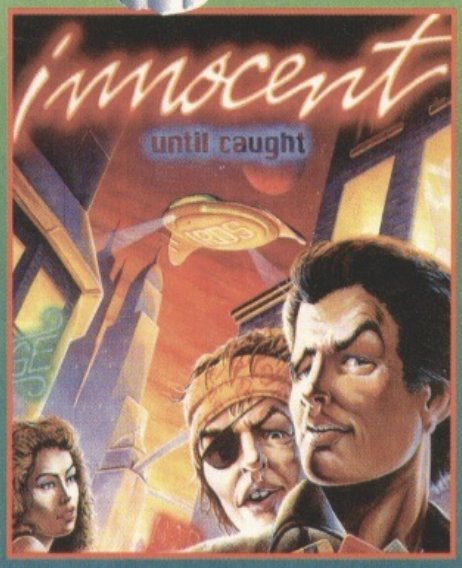
PSYGNOSIS DOUBLE-HITTER

Unhindered by their being taken over by the Sony corporation, Psygnosis continue their assault on the Amiga with two brand-new titles due for a November release.

Innocent Until Caught is a graphic adventure featuring a massive 10 Mb of data, realistic 8-way movement, an 'inteligent inventory' (whatever that is) and a comprehensive parser that lets you interact with virtually anything.

Characters and objects will be 'scaled' when moving into and out of the screen, giving the graphics a high degree of depth unlike some flat-looking games. It also has a plot that would turn John Major's hair gray if it wasn't that way already — you play Jack T Ladd, who (in order to clear his depts with the tax man) becomes involved in 'a huge number of strange and indescribable activities that only the most liberal of minds would contemplate'. They also boast that the game's the first to feature SmuttiText™, CyniPlay™, and Virtual Pornography™! Could they be heading for their first 18-certificated game? We'll have to wait and see...

Less potentially controversial is *Wiz 'N' Liz*, a wild and wacky platformer with woads and woads of wabbits, wizards and wescues. We hope they don't wear out their 'W' key while typing out the manual!



The game boasts mega-speed and a two-player game that's 'everything the head-to-head option on *Sonic 2* should've been'. A brave claim indeed.

Bearing in mind the game isn't to be released until November, it's surprising that Psygnosis are claiming 'outstanding reviews... in consumer press'. Or maybe it isn't — some magazines are almost prepared to review a box lid!

Psygnosis plan a huge promotional campaign for the game, and fully expect it to be a chart topper.

Top 20!

ELSPA CHARTS



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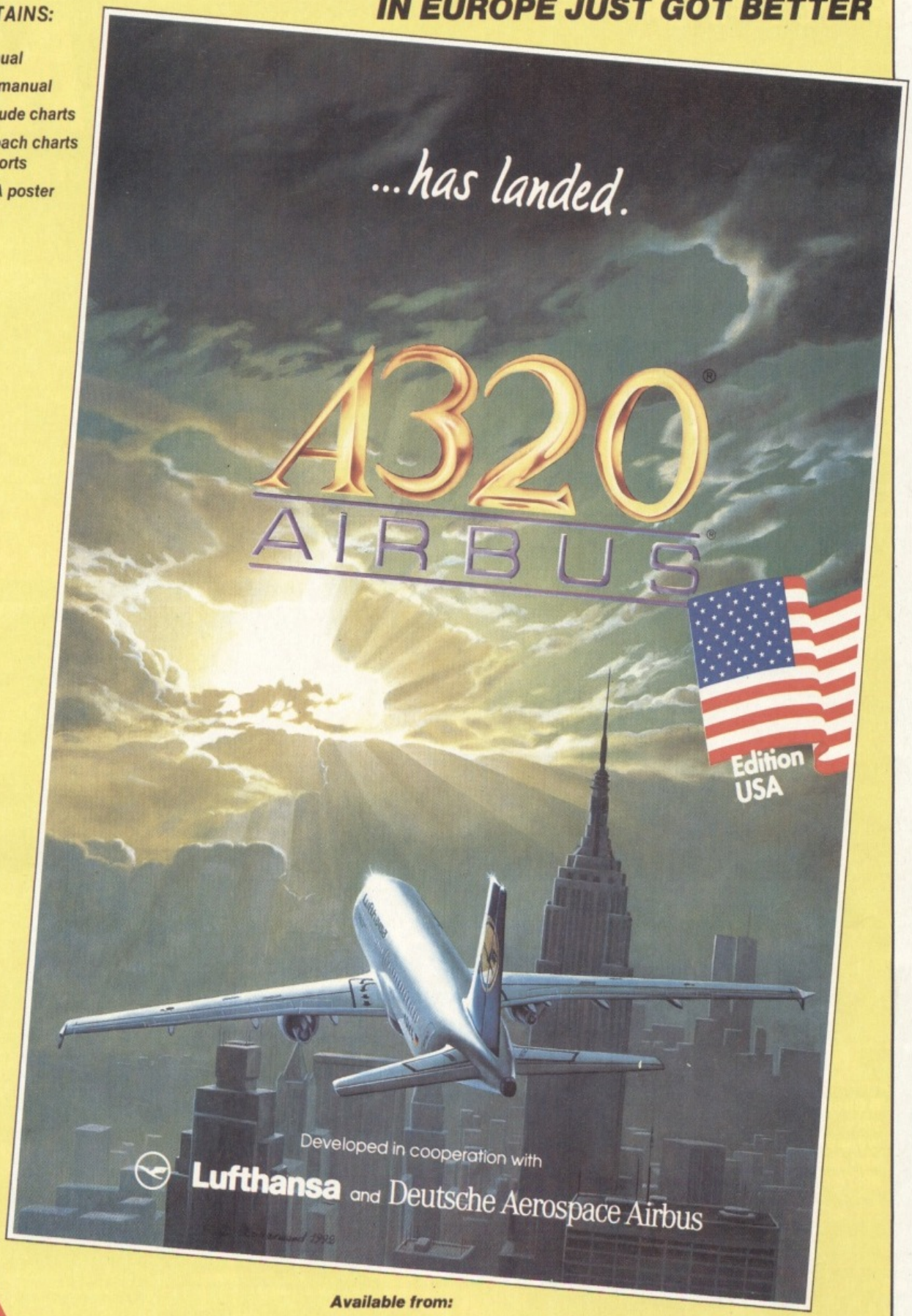
Team 17 do something of a takeover of the charts, with *Project X* leading the way.

1	**Project X**	Team 17
	Syndicate	Electronic Arts
3	**Gunship 2000**	US Gold
	Championship Manager 93	Domark
5	**Dune 2**	Virgin
	World Class Cricket	Audiogenic
7	**Goal!**	Virgin
	Alien Breed: Special Edition 92	Team 17
9	**F17 Challenge**	Team 17
	Sensible Soccer 92/93	Renegade/Mindscape
11	**Flashback**	US Gold
	Formula 1 Grand Prix	Microprose
13	**Desert Strike**	Electronic Arts
	First Division Manager	Codemasters
15	**Trivial Pursuit**	Hit Squad
	Premier Manager	Gremlin Graphics
17	**Body Blows**	Team 17
	Blade Of Destiny	US Gold
19	**RB12**	Hit Squad
	WWF Wrestlemania	Hit Squad

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Rich pickings!

COMBA

■ Psygnosis, £TBA

The Persian Gulf in 1990 wasn't a nice place to take your Summer holiday. Saddam Hussain of Iraq cast his greedy eyes towards the emirate of Kuwait, an oil-rich but tiny state with which he had a long-standing dispute. On August 2nd his tanks rolled Southwards, the Iraqi army (the fourth largest in the world) soon overcame its titchy neighbour.

The rest of the world didn't take too kindly to this and set up a task force to retake Kuwait. The Americans in particular thought it was shocking that Iraq could interfere with the USA's oil supply in this way and instantly got on their moral high horse, saying Saddam wasn't very nice at all. They conveniently forgot that they'd been arming him throughout the Iran/Iraq war of course — they're nothing if not pragmatic, those Yanks (Bit of politics! — Ed).

The task force entered the Gulf and operation Desert Storm was born, the Americans leading the charge and generally kicking butt (most of it allied).

This is the setting for *Combat Air Patrol*, a modern-day flight sim from the makers of *Air Support*. As a USAF pilot, with your wing-



■ Choose your weapons and arm up your plane.



■ How do you write a caption on a flight sim at past three in the morning? The answer is, you don't — at least not properly. I wonder what a P-45 looks like...



■ See that geek in the white helmet? That's you, that is.

F-18 HORNET

The Hornet (also known as the McDonnell Douglas/Nothrop F-18 — We'll call it the Hornet) is another multi-purpose attack fighter. Although not developed specifically for the navy, it has been widely used to this effect.

The large wing area and strengthened fuselage allow for a greater fuel and weapons playload, giving the plane a greater range and higher degree of self sufficiency, making it ideal for carrier launch.

The Hornet can carry a variety of air-to-air and air-to-ground missiles and it also has an M61 cannon mounted on the nose.

AT AIR PATROL

men in tow, you lead a series of sortees into and around Kuwait, 'persuading' the mustachioed monster to pack his bags. You can indulge in a little training, practicing specific aspects of ariel combat, take on a single mission or if you're really brave go for the entire campaign. When flying the full campaign you can (if successful) re-write the history books and carry on into Iraq , blasting the Bagdhad Butcher himself if you're really lucky. The option to start a mission already in the air is available, and you can always tweak some of the game's perameters to suit yourself if you so desire.

Storm In A Tea Cup...

Psygnosis obviously set out to create an 'arcadey' sim. The flight model's been simplified for ease of play; for example, you can bank the wings without losing height (the plane should dip due to reduced lift), although you can still use the rudder to climb and bank at the same time. The weapons selection screen is equally painless, with default set-ups on offer. The overall standard of presentation is well up to Psygnosis' usual standard, with lots of outside views on offer and a resumé after each mission, using a variety of camera angles. You still have a fair few keys to press though — this is a far more complex game than, say, *F-15 Strike Eagle II*. The graphics are fast and polished, although, compared to MicroProse's *Gunship 2000* or the forthcoming *F-117A Stealth Fighter*, the ground topography seems a little flat.

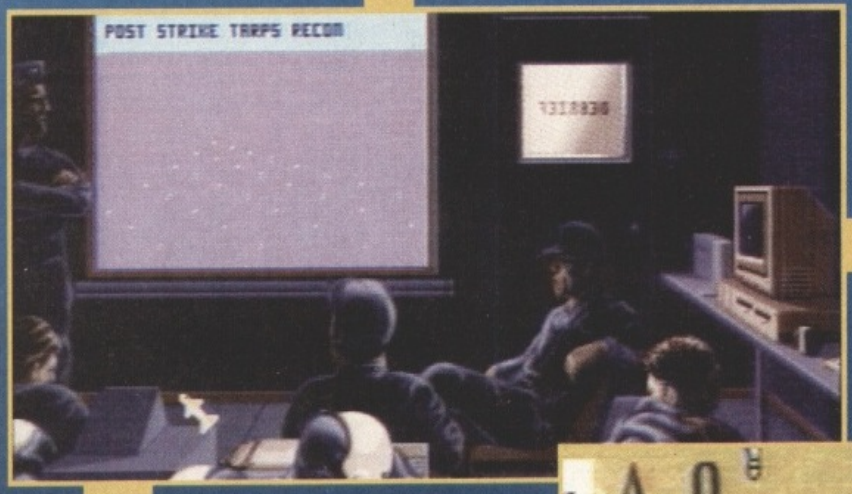
> **"The graphics are fast and polished"**

For a game that boasts accessibility as its main selling point, the learning curve is a little harsh. It's not as user-friendly as *Gunship 2000* either. You can't set your own waypoints, the navigation map's not of the same standard and targets aren't as clearly highlighted. Even so, you soon get used to the game's idiosyncrasies and it's streets ahead of most other flight sims.

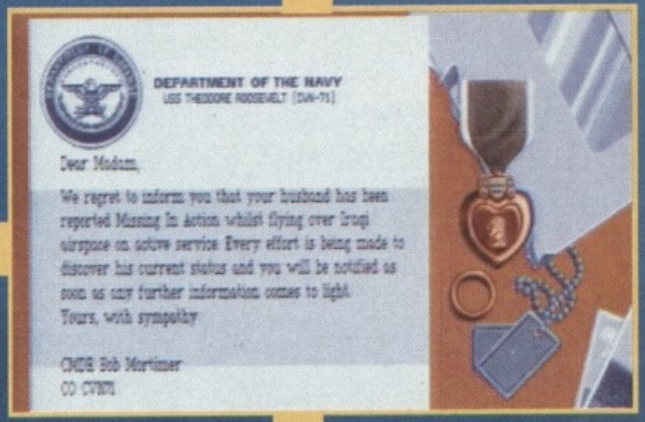
Combat Air Patrol is a sim for people who don't like sitting around for an hour watching the world go by just because genuine pilots are forced to do so.

It's simplified flight model will win it many fans, though we feel that combat's a little more awkward than it need be. Nevertheless it's a great game that's sure to fly high in the charts.

Ian!



■ **Now that's more like it — supping tea in the briefing room**





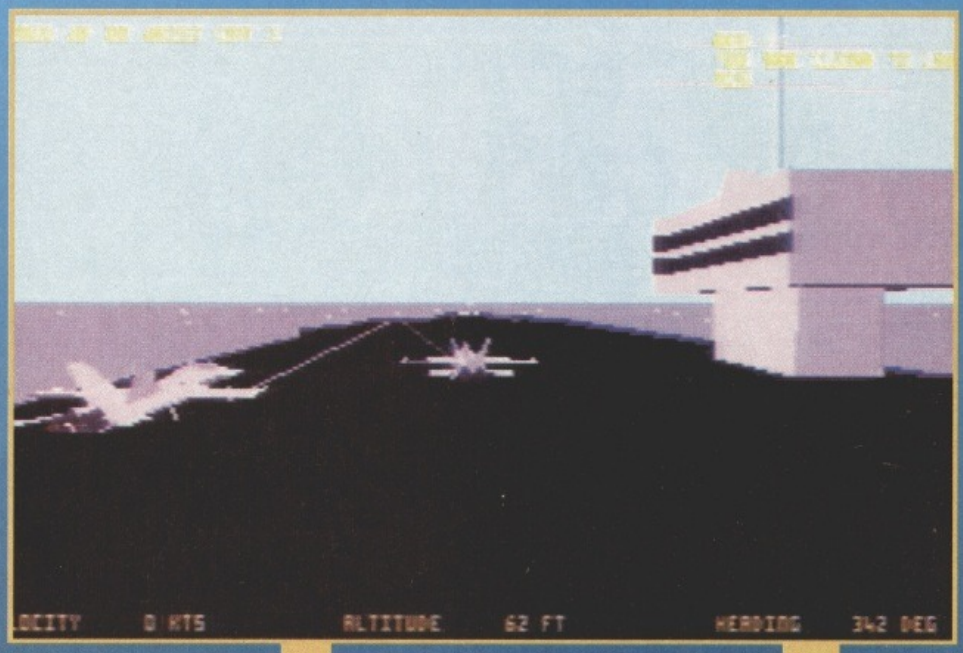
■ **Well 'ard battle map courtesy of Stormin' Norman**

F-14 TOMCAT

The Grumman F-14, aka the Tomcat, was developed as a multi-purpose fighter with sea deployment a specific feature. Because of it's outstanding performance it's become part of the backbone of the US Navy's air support.

Powered by two General Electric F110 engines, it can reach a top speed of Mach 2.3 without losing an ounce of manoeuvrability. Its weapons systems can track up to 20 targets simultaneously, highlighting the six most threatening for immediate attack.

Rich pickings!



■ Ready for take-off, just make sure you don't end up in the drink

POLICY OF LIES?

Combat Air Patrol has taken two years to develop, and at the time of writing has only just been finished. So why did most Amiga magazines review it six months ago? Several missions have been added since they 'reviewed' the game and a number of significant changes included, making their scrawlings redundant.

Anyway, it's here now, and it's great.



■ A more radical view of things. Don't worry, it's quite simple to figure out.

Below: Oh no — another early morning caption, guys and gals. Could this be the one to ensure a dismissal sunsequent to the publishing of this issue?





■ A volley of missiles streaks towards your prey.

■ So that's what fighter pilots keep between their legs!

amiga FORCE Rating!



■ DEVELOPERS: ED SCIO & CO.
■ DISKS: 3
■ PLAYERS: 1
■ GENRE: RIGHT SIM
■ 1200 COMPAT: YES
■ HD INSTALL: YES

■ A great little flight sim, but not as good as MicroProse's *Gunship 2000*.

81

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Feature!

SERIOUSLY FU

MICROPROSE

This month we at AMIGA FORCE thought we would take you by the hand and lead you on a trip down the MicroProse memory lane. These were the guys that decided that the sky wasn't the limit and soared to the top of the charts. Now the undisputed kings of the flight sim have opened their hearts to AMIGA FORCE and exposed their heady path to success. It's enough to warm the cockles of your heart!

IN THE BEGINNING

It all started back in 1982 in the unlikely setting of a business conference in Las Vegas. Taking a break from the serious atmosphere of the real world, Bill Stealey and Sid Meier strolled into an arcade and began playing an aerial combat arcade game. Stealey just happened to be a former hot-shot in the American Airforce with considerable experience in high-tech flight simulators. He felt that the game they were playing was little short of abysmal. Legend has it that Meier turned to him and barked, "I can design a better game in a week!" To which Stealey retorted, "If you can make it, I can sell it." Meier actually took two months to complete the game, which they titled *Hellcat Ace*, but so the legend was born.

Since then the MicroProse name has become synonymous with high quality simulation software, which, although originally targeted at a primarily sophisticated adult audience, has now claimed a regular spot at the top of any best-selling list. Their hit list is long and distinguished, featuring smashes such as *F-15 Strike Eagle*, *F-19 Stealth Fighter*, *Formula One Grand Prix*, *Civilization* and *Gunship 2000*, which is their best selling game to date.

As MicroProse grew, it's turnover reached £14 million — plenty of good times there, and still enough dosh left over for the journey home! The money was actually put to a better use unfortunately. The MicroProse lads decided to buy up TelecomSoft, the software publishing wing of British Telecom. It seemed at the time that the main reason was to get their hands on the brilliant *Stunt Car Racer*, which was being programmed by Geoff Crammond at the time. The game was eventually released on MicroProses MicroStyle label. The deal meant that MicroProse aquired the two production companies Firebird, who created the amazing *Elite* and Rainbird, whose *Midwinter* smash springs immediately to mind.



UN SOFTWARE

Preview Special
Nighthawk F117-A Stealth Fighter

MicroProse are releasing yet another of their superb flight-simulations and we were lucky enough to get our hands on a copy. So read on for the latest news on this great new game...

You know those weird shaped planes that look like paper darts and are supposed to be so quiet they wouldn't even wake your mother on a Saturday night? Well they're called Stealth Fighters(you probably knew that!) and one of them is the star of MicroProse's latest action-packed flight simulation

MicroProse describe it as 'The definitive simulation of America's radar elusive jet.'. From what we've seen of it they seem perfectly justified to blow their own trumpet. One of the minions liked it so much he's taken to wearing his Biggles gear to work! The game has all the usual features you would expect from a quality Microprose flight simulation. Plenty of control options, an impressive view from the pilot's perspective, oh yeah and I'm sure that there will be a bumper Instruction manual to compliment the game, complete with pages of technical trivia.Let's be honest now it just wouldn't be the same without one of MicroProse's epic tombs.

You can expect to be impressed by the graphics in the game, which go a long way towards giving this flight sim its authenticity.







Commitment to serious fun

MicroProse are almost unique in the software industry for their use of an exclusively in-house software creation team. This development relies on a team approach with professional game designers, programmers, musicans and screen graphics artists working on specific projects. To produce a new title can take these guys as long as eight man-years over a three year period and represents a multi-million dollar development and marketing investment.

MicroProse's Jason Dutton describes the company as having a strong commitment to, 'absorbing, exciting colourful and above all, fun' computer and video games. To achieve this aim MicroProse employ 200 full-time staff and the company is spread across the USA, Europe and Australia. Not bad for a couple of blokes who got frustrated by an arcade game! Having established themselves as a strong marketing force on the 8-bits years back, they're now one of the biggest 16-bit developers around, and have recently started producing top-class console titles, as well as devoping more computer-orientated software.



There's also a thumping sound track and some really authentic sound effects to get you in the mood for your life or death missons.

The idea behind the game is to guide your Stealth Fighter across nine different missions. Each one is based around an incident occuring in a trouble-spot somewhere in the world. Get in, do the business and get out is the basic idea. No messing, no noise and hopefully no crashes. Like all flight simulations the game takes some getting used to, but, once you've mastered the controls and become a dab hand at wizzing silently around the world, the game looks like it's going to be another winner for MicroProse.

Just aro the Corn

We've got a real bag of goodies this time. There's the sequel to the ultimate footy management sim, a fiendish puzzle game and plenty of space-age technology. What more could the heart desire?







PREMIER MANAGER II

■ **Gremlin Graphics**

In November 1992, it's release did for footy games what Jack Walker's millions have done for Blackburn Rovers. It shot them right to the top! Probably the best football management simulation ever, *Premier Manager* has figured highly in our Top 20 charts ever since.

Hoping to continue this unprecedented run of success, Gremlin Graphics have created the sequel, with the innovative title of ! The game is designed in the same no-nonsense style as the original. Once again you begin your precarious existence as a football manager in the Conference League, with the goal of reaching the heady heights of the nation's top clubs. If you can prove your talents in the English League this game gives you the great new option of moving into Europe and managing one of the world's most flamboyant teams. AC Milan here I come!

Additional Features

Like all good management games, this will leave every aspect of running the club to you. This time you will even have to ensure that there is adequate crowd control at every one of your team's games. Other extra features include weather conditions that effect games and can even lead to postponements, a four foreign player limit for European fixtures and a selection of eight different types of training camp. There will also be *Premier Manager II* data disks available, which will allow you to have a crack at competing in every other European league.

Gremlin promise stunning animation sequences. All we have to do now is wait for the big kick off. Will we be 'Over the moon' or 'As sick as a parrot'? It's over to you Brian...

K 240

■ **Gremlin Graphics**

Gremlin's other imminent release is an exploration of the uncharted realms of deep space. In *K240* it is the year 2380 and the cast-iron control of the Terran Empire is on the wane. The empire is struggling to maintain it's power over 50 star systems, within which two alien races, discovered by man during his rapid expansion across the galaxies, are included. Bitter inter-colony squabbles have reduced many areas to war and, as resources become scarce due to excessive mining, the Empire appears doomed to disintegrate into chaos.

...nd er!

TOTAL CARNAGE

■ ICE

Total Carnage. Not exactly a nice, peaceful name for a game. This image is reinforced by the blurb from ICE, who describe the game as 'The Mother Of All Battles'. Add to this a heady mixture of death, drama, action and humour and it doesn't take long for the bloodlust to begin to rise.

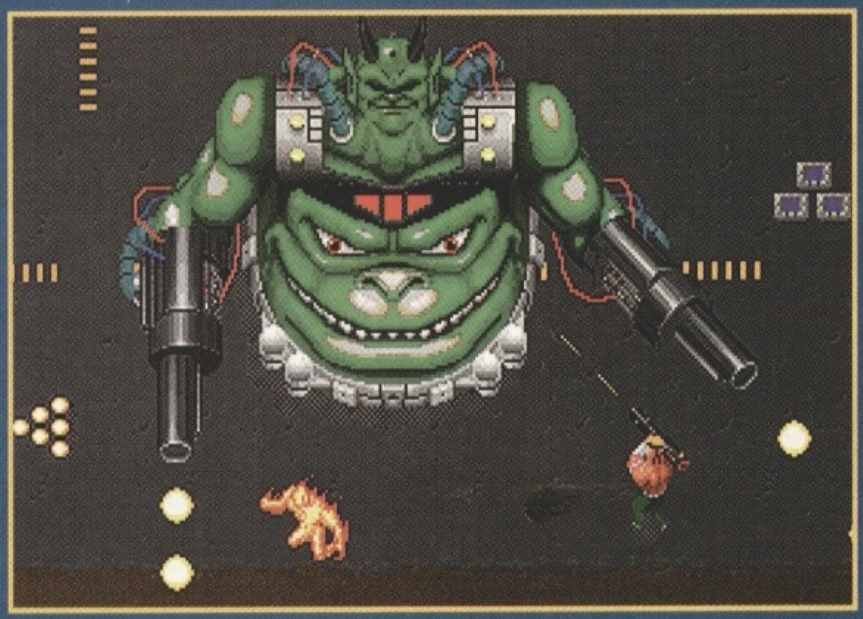
The idea behind the game sounds logical enough. General Akhboob, evil ruler of Kookistan, is creating mutant life forms at his well defended bio-nuclear research facility, cruelly disguised as a baby milk factory. You must ensure that his evil empire is destroyed before his mutants can wreck havoc upon the world. You can take the role of either of the Doomsday squad for this mission. Playing as Captain Carnage or Major Mayhem (subtle lads!) you must rescue hostages and capture the dastardly dictator.

Players can test their fighting skills through three battlefields in pursuit of the fiendish general. Armed with an entire arsenal of bombs and missiles, one or two players must dodge land mines, flame throwers, toxic slime, runaway jeeps and nuclear timebombs — now that's going some! There will be the usual icons for players to collect to gain bonus points and weapon upgrades and by accessing the secret passwords players will be able to warp ahead throughout the game.

This looks just the ticket for working any frustrations out of your system. Expect this great coin-op conversion to cause carnage in the streets very soon.







The only hope lies in the independent mining colonies that generate resources from the barren asteroid fields found deep within the uncharted star systems on the edge of the empire.

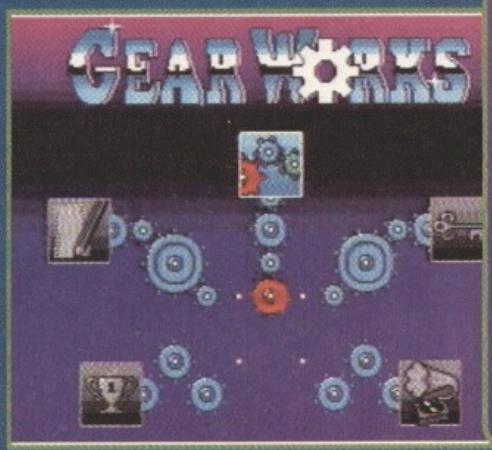
You control one of these independents. The idea of the game seems to be to enlarge your colony and expand its mining operations so that you can extract more ore to sell to the empire.

This is a pretty strategic game. You must invest time and money in scientific research, as new inventions mean increased productivity. On top of this the game throws in the added twist of protecting your operation from an unknown enemy that has been sabotaging your equipment.

The concept sounds great but will *K240* make the grade? Expect more news soon...

GEAR WORKS

■ Hollyware



The terms 'unique' and 'puzzle game' don't sit too well together as a rule, but Hollyware's next release breaks away from the 'falling blocks' and 'matching squares' approach and might yet achieve the impossible and add something new to the genre.

Gameplay couldn't be simpler. Connect the rotating cog to the stationary one via a series of others placed by yourself. They come in three sizes, but you can't choose which to use next — that decision is forced on you, a la Tetris. Watch out for gremlins rusting the machinery too.

Gear Works is certainly original. Only time will tell if it's a classic puzzle game. At the moment it's a little sparse, but anything can happen between now and its September 23rd release date. Full review next issue.

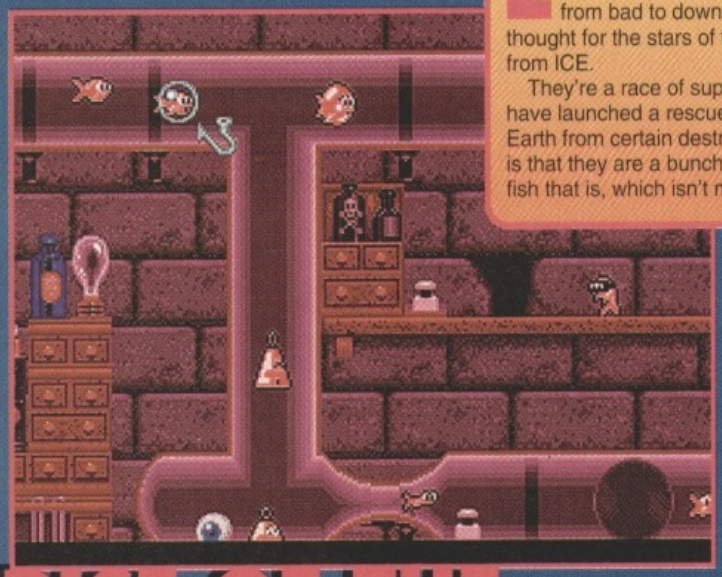
GULP

■ ICE

Ever had one of those days? You know what I mean, when everything just seems to go from bad to downright awful. Well spare a thought for the stars of this original new game from ICE.

They're a race of super intelligent beings who have launched a rescue mission to save the Earth from certain destruction. The only problem is that they are a bunch of tiddlers. Very small fish that is, which isn't much use when you're trying to save the human race. Your task is to guide the team of 20 fish back to their mother ship so that they can increase in size and get on with the job at hand.

Within the game there are 50 levels of action to negotiate, each with it's own peculiar problems. These range from sports and toys shops through the depths of underseas caves to a crazy scientist's laboratory. You must guide your gang through these treacherous levels avoiding the many pitfalls and obstacles that block their fishy path. There's no doubt that this sounds like something a little bit different. Expect more news in the very near future.





RISE OF THE ROBOTS

■ Mirage

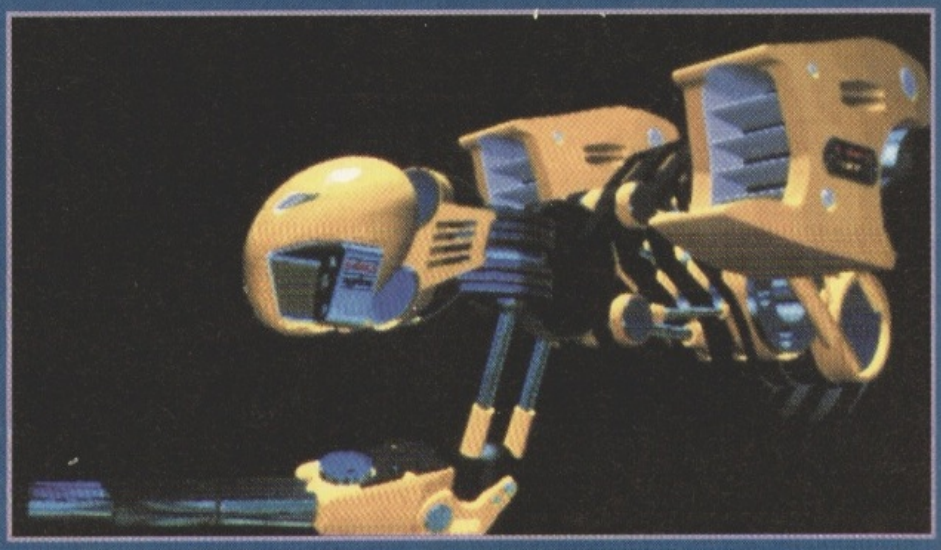
It's beat-'em-up time again, with this year's most overcrowded genre getting yet another member. For once though it's not just a tired rehash of *Street Fighter II* . Instead, *Rise of the Robots* features some of the best ray-traced animations ever seen outside of PD demonstrations.

The structure of the game was created using 3D modelling software, which makes the images used extremely realistic, very well animated and simply a joy to view. The characters also seem to respond quickly to a large degree of control commands. No *Space Ace* style trade-off here between the graphics and the gameplay. This game manages to combine the two. When you do get to see it check out the morphed liquid robot which shatters when destroyed for an example of the graphical capabilities. The blockbuster movie Terminator 2 immediately springs to mind.

This game also boasts a plot. This sort of thought is often lacking in your standard beat-'em-up. The game is set in Metropolis 4, a vast electronics building that produces military and industrial robots. All human staff have been replaced in the plant by a robot overseer named 'The Supervisor'. This robot was immensely intelligent, consequently, when an ego virus infected his circuits, he had little difficulty taking over the plant's security system and wrecking havoc. The company respond by sending in a cyborg, created from human and robot parts, to destroy the rogue machines.

Developed by Mirage's In-house team Instinct Design this game looks to have it all. It will hit the shelves at the beginning of 1994 and promises to cause a stampede. The screenshots are from the PC version, but it will also appear on the Amiga 500, A1200 and Amiga CD32.





Competition!

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By now you're probably itching to get your hands on a CD32. More marvellous than the Mega CD, blindingly brilliant compared to CDi, this is the machine of the future!

Not that we blame you. We've had one in the office for around a month now, and we're extremely impressed with its capabilities. Like the technically-similar Amiga 1200, it allows far more colours on the screen than the standard A500/600 and runs a lot faster — ideal for the complex calculations involved in flight sims and other polygon-based games. The CD32 has one big advantage over the A1200 though — as it runs off a CD, you can play a game from start to finish without swapping disks!

Obviously some method of saving games will have to be developed before the machine can reach its true potential, but Commodore intend to allow unlimited third party development, so it should be just around the corner.

So what do you have to do to win this amazing prize? Walk barefoot over the Himalayas with a Yeti on your back? Spend a night in front of the TV watching endless Dad's Army re-runs? No — just answer this simple question;

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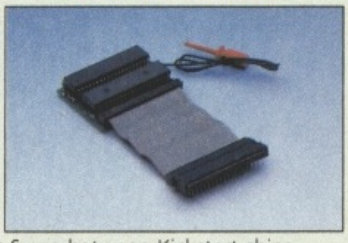


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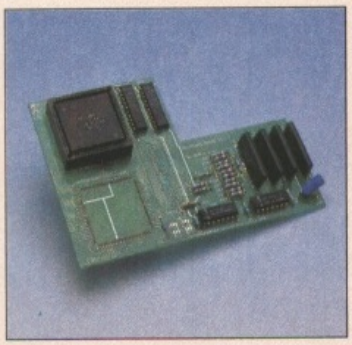
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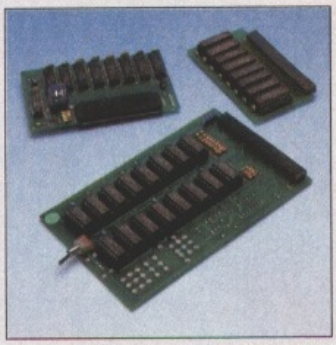
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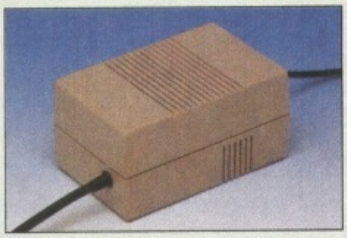
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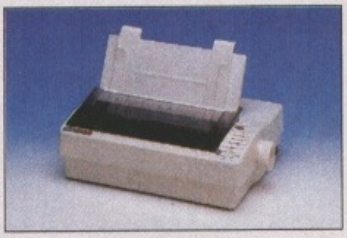
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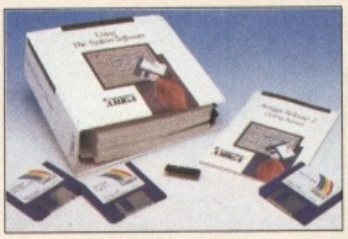
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PON









James takes his XR9i Grannyscarer out for a spin without realising how stupid he looks.



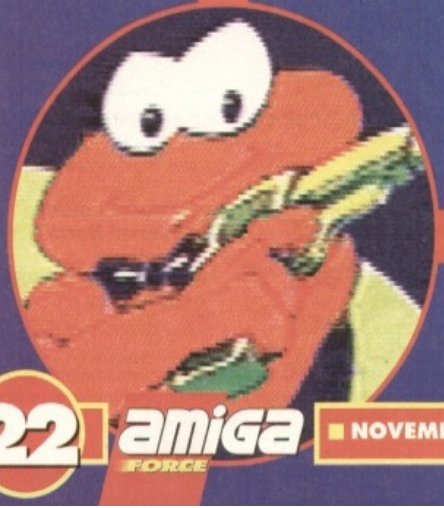
JAMES POND

Pond is F.I.5.H.'s best agent and is licensed to gill. He has carried out some of the agencies most deadly missions. An expert athlete and master of all martial arts, Pond has recently been surgically implanted with revolutionary new oxy-lungs which allow him to function to his maximum ability while out of water.

Pond is a snappy dresser and can speak over a dozen languages including dolphin, crab and even shark.







ADMIRAL NELSON

Admiral Nelson is the founder of F.I.5.H. and an ex-wrestler. Don't be fooled by his eye patch as there is absolutely nothing wrong with his eye and he moves the patch from one eye to another at will. The Admiral is a salty old sea dog who is forever talking about battening down the hatches.

'F'

F is the chief of F.I.5.H and as such his true identity has never been revealed. F's specially designed office keeps his face in shadow at all times. All F.I.5.H. agents receive their mission briefings from this mysterious character, as well as any specialist equipment they may require for their mission.

ES D 2: ROBOCOD CD

Chris! He's suave, debonair and, well, orange actually! As you might have guessed, *James Pond II Robocod* is just one massive pun from start to finish. It makes little use of the CD-32', apart from a great trailer for *James Pond 3* and a new soundtrack for *Robocod*. The actual game itself is exactly the same as the original, it's just a shame that the CD-32 couldn't have been used to create a better new version. If you already have an earlier game, I would have to question the worth of spending money on this.

Tip time! On the sports equipment level, after the second set of spikes, collect the items in the following order LIPS, ICE CREAM, VIOLIN, EARTH, SNOWMAN. The first letters of these items spells LIVES which will give you infinite lives.

Reviews! CD!





Millennium, £TBA

Most, if not all of you, should know the story of the secret agency F.I.5.H., it's top agent James Pond and his battles against the heinous crime syndicate J.A.W.S. (Junta Against World Safety).

Their leader Dr Maybe is up to his old tricks again. Not satisfied with causing trouble for poor old Pond across almost every other Amiga system available, he has spotted the new CD32 and decided that this is the perfect platform for him to carry out his evil deeds once more.

After the impressive cartoon opening which introduces you to Pond himself, it's into the game. It's the usual hilarious Pond antic's. The sophisticated sleuth must travel through the many weird worlds of Santa's workshop at the North Pole in his madcap attempt to defuse Maybe's deadly exploding penguins.

There are a variety of strange places Pond must visit in each of his missions, including the toy workshops, filled with killer teddy bears and the cake factory, with it's cherry pie soldiers. Not to mention journeys across crazy chess boards, through boiling bathtubs and even across a room full of ear-drum popping stereo equipment!

Pond is armed with his super expando-suit which allows him to stretch to great lengths to reach some of the levels. F.I.5.H. agents have also hidden many vital pieces of equipment throughout the North Pole to help our finned hero with his mission. These range from wing attachments to help with flight through to high powered sports cars and even a flying shower propelled bathtub.

> "It's the usual hilarious Pond antics"

There is not really that much difference in the CD version of the game from earlier incarnations of the same title, apart from the rather funny intro and the beefed up music. Those who already own this game should obviously leave well alone, although I must say for the new CD owner who has yet to experience the delights of Pond and his many fish related puns, this is an excellent introduction to his underwater world and one which, with the on disc trailer for *Pond 3* is an exciting taster of things to come.

Ian!





J.A.W.S. (Junta Against World Safety)

The most deadly crime syndicate ever, made up of the most deadly gang of criminals ever. The whole syndicate is controlled by the evil Dr. Maybe. It is James Pond's sworn duty to put a stop to any J.A.W.S. agent wherever in the world they may strike.

Dr. MAYBE

After this madcap scientist's useless inventions where rejected, he turned to crime and swore to wipe out peace and harmony wherever he found it. Dr. Maybe's world domination plots have been foiled so many times by Pond, his fondest wish is to turn Pond into fish fingers.

amiga FORCE Rating!

- **DEVELOPERS: MILLENIUM**
- **DISKS: 1**
- **PLAYERS: 1**
- **GENRE: PLATFORM**
- **1200 COMPAT: N/A**
- **HD INSTALL: N/A**



Only slight cosmetic changes make this different from the earlier versions.

74

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COVER GIRL STRIP POKER

On-Line, £TBA

Most reviews of strip poker games end with a sarcastic comment like, 'why spend your money on this when you can buy a pack of cards and a porno mag?'. Flying in the face of convention, we'll begin with this thought, and (after a cold shower,) ask whether a game like this has any real merit at all?

The software company's response to this question is usually 'but magazines and videos aren't interactive'. I suppose this depends on what you mean by 'interactive' (keep that filthy witticism to yourself), but the young ladies in *Cover Girl Strip Poker* play such a shocking game of cards it won't be long before you strip them beyond the bare essentials.

> **Why spend your money on this?**

Splash the cash

Both you and the girl start with $2500. If her funds fall below zero she has to remove an item of clothing and 'sell' it for $2500 so she can carry on playing. Some models 'treat' you to a black-and-white cinematic strip before reverting to the badly-digitised colour still that sits next to the cards, others don't. I've no idea what happens when you run out of dosh as I've never managed to play that badly (and Ian's been playing in a corner of the office with this a lot! —Ed), but if she wins enough money from you she can buy back her togs.

'But what about the speech samples?', I hear you cry. Well they're certainly clear (considering they're on CD they damned-well should be). *Megalo-mania* on the standard Amiga sounded better than this. Okay the samples were digitised, but at least they used professional actors.

'But you can't play poker on your own' screams a desperately sad individual who wants to buy this crap and claim it's just for the card game. Maybe not, but there are plenty of PD sims available, and *CGSP* plays a lousy hand of cards anyway. And let's face it, do we really need another game that portrays women as sex objects? When was the last time you saw a fully-dressed woman in a computer game... long time ago, wasn't it? No wonder 95% of gamers are male.

Ian!





Is this the game for you? We sincerely hope not!







Depraved, tacky, demeaning — probably the worst excuse for entertainment that we've ever encountered.



Tip time!

■ Enter your name as INDIGO for a sad cheat to win every game and get to see the girlies undress.



Chris!

■ *Cover Girl Strip Poker* is definitely not a good game. Okay so I got to see plenty of flesh, but that was only because everyone else in the *AMIGA FORCE* office kept losing so badly! The actual game left a lot to be desired, and not in the way you're thinking either. The game features jerky, monochrome strips and poorly designed stills, which make a really bad job of utilising the CD's capabilities. Basically this isn't worth it. Let's hope that somebody puts the CD32 to better use in the future. ■

amiga FORCE Rating

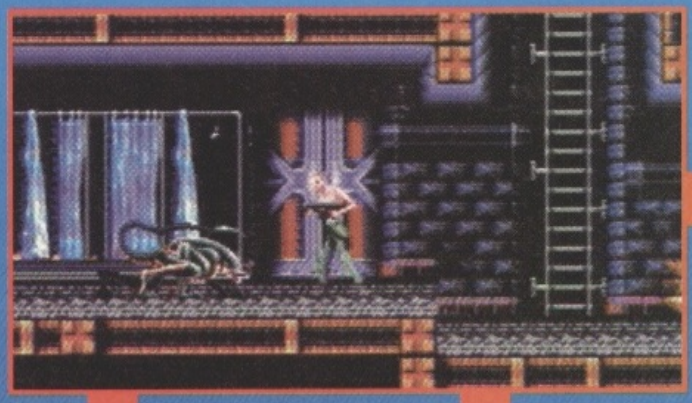
■ **DEVELOPERS: EMOTIONAL PICTUR**



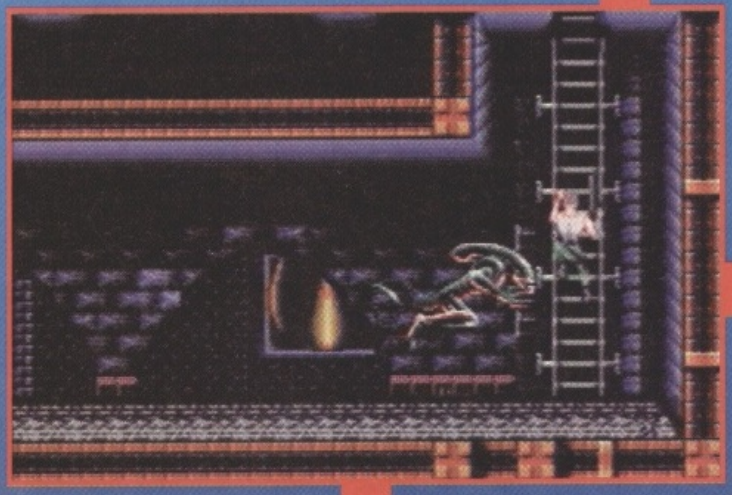
■ **DISKS: CD**
■ **PLAYERS: 1-3**
■ **GENRE: CARD GA**
■ **1200 COMPAT: N/A**
■ **HD INSTALL: N/A**

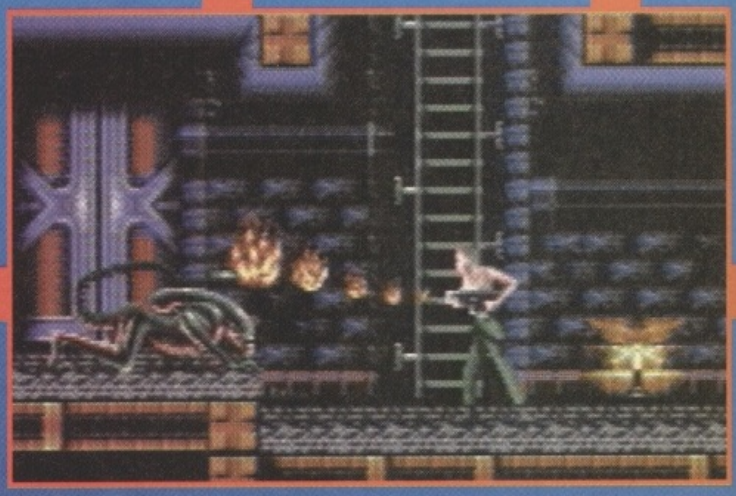
■ **A lousy game. Nuff said?**

Rich pickings!









Virgin £25.99

AL

'The bitch is back' screamed the posters...and in this film licence you're left wondering if they mean the alien or Ripley! After crash landing on a prison planet, Ripley discovers that once again she has brought something sinister with her. However, in contrast to the film, here there is more than one alien; in fact there are now thousands of the evil little devils! She's also on her own in the game, without the help of the convicts that came to her rescue in the film.

Anyway, lets have a look at the game. It's a platform shoot-'em-up in which you as Ripley must rescue a group of humans held captive by the aliens. You must free all the hostages before making your way to the exit and the next level.

> "The atmosphere is ideal for Aliens"

You have four weapons at your disposal, each of which has it's own advantages and disadvantages. The machine gun is your standard shooter; the flame thrower kills faster but lacks the range; the rocket launcher is the most powerful weapon, ideal for blasting through locked doors but too slow to use on the aliens; while the grenades can be used to kill aliens you know to be hidden off screen.

Animated Aliens

True to the film, for once, the aliens are incredibly fast. Though they only take a short burst of fire to kill, or a single blast from a grenade, you have to be quick otherwise the aliens will be on you before you can release a shot. It is also vital to watch out for creatures that appear beneath you. Although the more you play the game the easier it is to anticipate them.

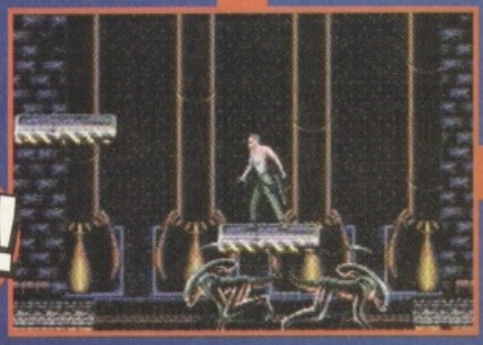
Unfortunately, the aliens move so fast that they render the movement scanner, in the top-right of the screen, all but useless. Still it could be worse. At least when Ripley is hit by an alien they don't drain much of her energy, though they do leave her stunned for a short while. This is an excellent touch. As a rule I hate energy bars because they take the urgency out of a game by allowing you to take hits to gain time. Here the loss of a few precious seconds while Ripley recovers re-injects that feeling of danger.

That's the guts of the shoot-'em-up element of the game sorted, but what about the platforms? Well, they're great too! Each level is incredibly well designed. They are large enough to allow for challenging exploration, but not so large that they become frustrating. Combine this with the moody graphics and gory FX to give you an atmosphere of gloomy claustrophobia ideal for an Aliens game. Aside from the odd mobile platform, Probe have omitted most of the clever devices found in pure platformers. Good thinking guys — they would have only got in the way of the great gameplay anyway!

However, on the minus side the game has no kind of level codes . Why the hell not? It seems obvious that people will get annoyed with always having to redo the early levels.

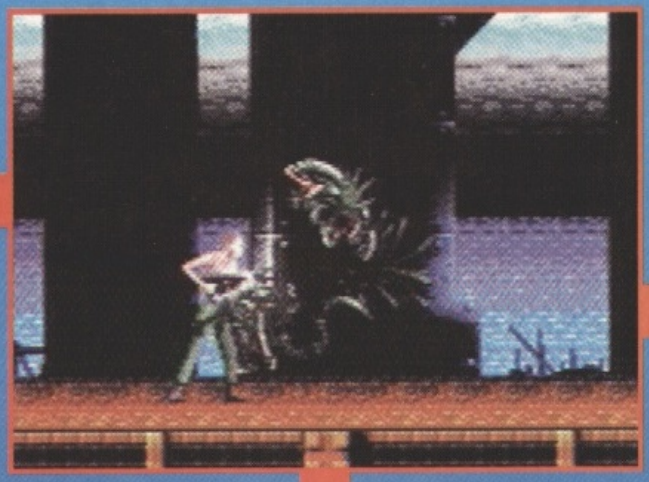
Despite this, *Alien 3* is still an enjoyable game. However, the lack of a level code system and the difficulty that the radar has in tracking the aliens inevitably take their toll on the overall mark.

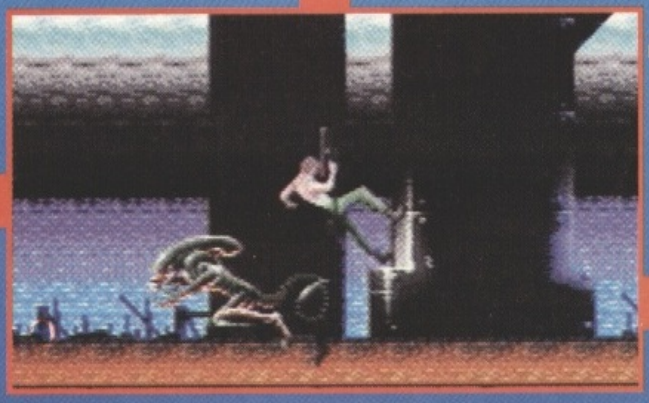




Ian!







(Above) Gruesome isn't it? That's what happens when you let the aliens grow inside the hostages...or may be it was something he ate!

(Above Right) Far better to beat them at their own game and disembowel them with a burst of fire.

(Right) Just make sure that they don't give you free flying lessons instead.

IEN 3

Chris!

■ If you want your platformers fast-paced, action-packed and tough as old boots, *Alien 3* is the game for you. It's a race against the clock to rescue the captives, and you'll be pushed to find a clock meaner than this in any other game. It really tests you, allowing no time to go to waste. Add to this smart graphics and addictive gameplay to create a high quality platform shoot-'em-up. Forget about the film tie-in, Probe have used a bit of artistic licence in the scenario. Instead just enjoy this as a good, atmospheric game in it's own right. ■

Tip time!

■ On the first level before leaping onto the sliding platform (you'll know what we mean when you see it), fire a rocket and throw a grenade. This will kill two off-screen aliens and make your jump a safe one. ■



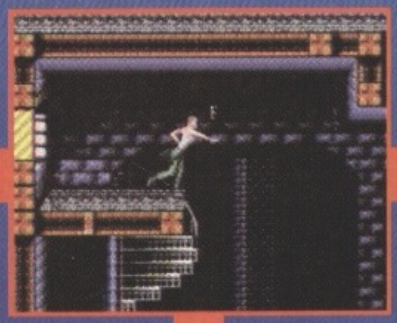
(Right) This guy looks like he is auditioning for a Solvite advert!

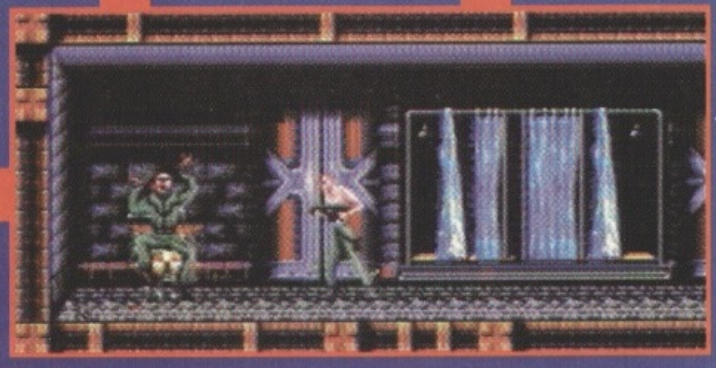
(Far Right) Read the tip time yet? Well, this is where you do it!

(Top Left) Turning license into a liberty — in the film there was only one alien and not a gun in sight.

(Bottom Left) The descent into hell continues as the mobile platform carries Ripley deeper into danger. This gal's tough though so don't go writing her off just yet!







amiga FORCE Rating!

■ DEVELOPERS: PROBE



■ DISKS: 2
■ PLAYERS: 1
■ GENRE: SHOOT-'EM-UP
■ 1200 COMPAT: YES
■ HD INSTALL: NO

■ A great platform shoot-em'-up, but a couple of flaws prevent it from being a true classic.

79

Rich pickings!



DEEP CORE

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Life's a bitch for Captain Dawnrazor. No sooner had he realized that it was his name that everybody was laughing at, than a hoard of evil aliens go and attack the world. Obviously no one else is capable of dealing with these invaders, so it's up to him, a hero in the real sense of the word, to save the day.

The Captain is someone it's best not to mess with. He's a mean looking sprite, all bulging biceps and bad attitude, who seems to love nothing better than wading knee-deep through the water that has entered the sprawling complex he has to save. There are nine large levels to battle your way through, each crawling with various alien monsters. To make your way around each level you have to find the lettered keys that correspond to particular doors. There are also elevators on each level that swiftly transport you to other parts of the complex. Although it's easy on your first few attempts to get lost as you travel around, it's important to make full use of this system to complete a level.

To dispatch any of the aliens that cross his path Captain Dawnrazor begins the game with a straightforward laser. As you travel around the station you can improve his firepower by collecting the power-ups released by certain monsters when you destroy them. The monsters do fire back at you and will kill you instantly if you touch them. However, they always follow the same movement pattern so it's hardly difficult to avoid them.

Captain Dawnrazor has an oxygen tank that must be constantly replenished if he's to survive. He also has an energy bar that decreases has he takes alien fire. He's far from defenceless, though, being able to return fire amd collect power-ups that restore his energy banks to maximum.

> **"The game rapidly becomes boring"**

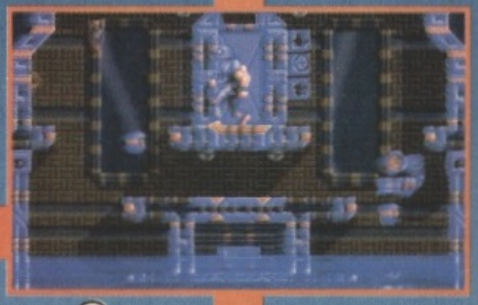
Shame about the gameplay

The graphics in *Deepcore* look really good. The game has a well-designed central character, a wide variety of outlandish aliens and some excellent backgrounds. The only problem is that the game rapidly becomes boring. There's nothing in it that grabs you and makes you want to play on. There are too many frustrating elements to it, the pillars that block your path, forcing you to wait until they slowly rise immediately spring to mind. They're a real irritant and the game soon becomes too much of an effort to bother with.

Having said that, it *will* probably appeal to hardened platformers, who will enjoy all the usual platform mix of jumping, collecting and shooting. There are also some nice touches, such as the sound of the water dripping into pools at the Captain's feet, but it wasn't my type of game. Too easily bored — that's my problem!

Chris!

Ian! There's some neat tactical play on offer here, like roasting a robot through an open door then retreating when he fires, letting his bullets explode harmlessly against the closed portal. Unfortunately the game as a whole is boring. The rising and falling shutters aren't difficult to negotiate (just run under it when open, wait a while when shut), so their only purpose seems to be to slow you down. Also, parts of the game are too claustrophobic for their own good, encouraging you to stand toe-to-toe with a baddie, neither of you able to take evading action. Sorry guys, but *Deep Core* did nothing for me..



Tip time! Against some of the stronger aliens hide behind a door when they shoot, then take your own shot and close the door before they can fire again.



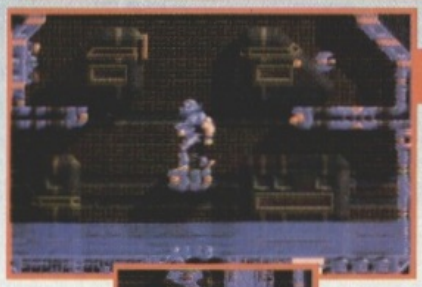
amiga FORCE Rating!

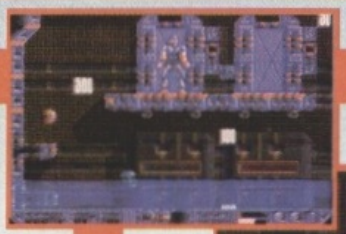


- **DEVELOPERS: IN-HOUSE**
- **DISKS: 3**
- **PLAYERS: 1**
- **GENRE: SHOOT-'EM-UP**
- **1200 COMPAT: YES**
- **HD INSTALL: NO**

Ell-designed and difficult, but not particularly inspiring.

65





Blue for a boy, pink for a girl and both for this game.





Platforms are back in fashion and some still look stupid.

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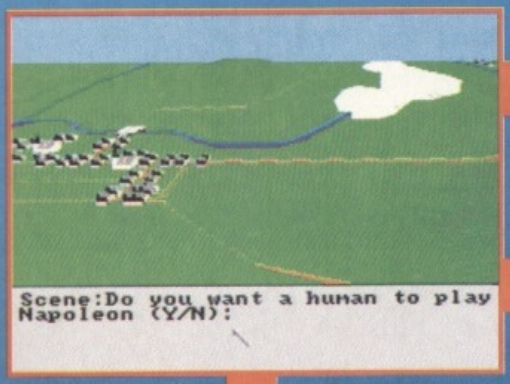
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AFC

NAPOLEONICS

Rich pickings!





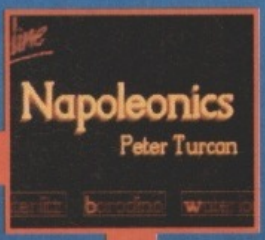
Spot the soldier! Just where did the blighter go...?

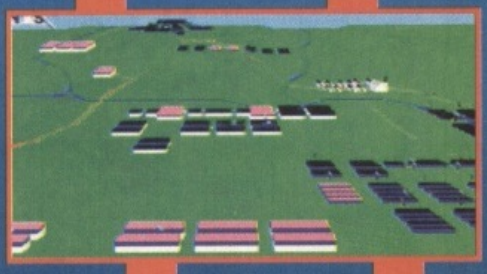
Wait for an hour and the graphics may actually move!



Tip time!

■ Wait for Mirage's *Universal Military Simulator* compilation instead! ■







Napolean's shoe boxes move closer. Looks deadly, right?

■ On-Line £25.99

'ST Format Gold' screams the box. 'Amiga Format Gold', 'CU Screenstar... I'm afraid we beg to differ. Despite picking up numerous accolades as individual releases, this three game compilation of Dr. Peter Turcan's *Napoleonic* wargames is anything but playable.

Let's start at the beginning. Unlike most wargames, Turcan's efforts don't use an overhead hexes and icons system. Instead he uses a battlefield view based on what a commanding officer might have seen. To change the perspective you must move the command post, and hence the view of the officer. Turcan is also very keen on 'the fog of battle', preventing the player seeing anything the commander can't see.

Orders are conveyed via messengers. This takes time depending on how far the messengers have to go and whether they are captured or killed en-route. An added dilemma is the limited number of messengers you have to hand; run out and you are stumped. Thus, Turcan's games aren't wargames in the traditional sense but battlefield commander simulators — whether this is a good thing or a bad thing is a matter of taste.

> "The graphics are appallingly indistinct"

Horrific

So how good is the game? Sadly, not so good. The graphics are appallingly indistinct and look like they're ported from an 8 bit machine and updated like a tranquillized slug, almost reminiscent of The Hobbit on the Speccy. The biggest drawback is the need to type commands like move, attack, look or time into a text box at the foot of the screen. What's wrong with pull down menus? At every stage, the slip-shod presentation and intrusive interface conspire to keep you from reaching the heart of the game.

I'm not one for criticising strategy sims simply because they're not designed like arcade games, but there's no excuse at all for a game with an engine this bad. A wargame doesn't need lot's of intrusive animations and effects to make it fun, *Battle Isle* springs to mind, but neither should the presentation work against you. Peter Turcan is an excellent historical researcher and obviously knows how to design wargames. However, if he worked with a decent programmer these games could be blinding , but... Shame really isn't it?

Ian!



This game's so dire we thought you'd be more interested in the battles that make up the *Napoleonics* compilation.

Austerlitz — 1805

The cunning, vertically-challenged French commander was up against both the Russians and the Austrians in this bloody battle. To worm his way out of a tight spot the clever little bleeder tricked his foes into thinking that he was a beaten man. They launched a reckless assault and Napoleon kicked butt! He lost only 12% of his forces compared to their 33%.

Borrodino — 1812

While Josephine was getting seriously frustrated, the under-developed one was being run out of Moscow. The Battle of Borrodino was technically a victory for Napoleon but his forces took such a hammering that he was forced to retreat. With these worries on his mind it's not surprising that Naps had a headache!

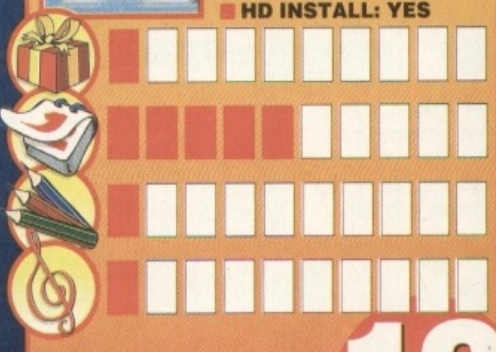
Waterloo — 1815

Things just got worse for the stunted one. His hand had to be surgically removed from the lining of his coat for one thing, Josephine was demanding her dues for another, but, perhaps most worrying was the trouncing he took away to Great Britain!

Can you change the course of history? Do you want to? Was Josephine's passion ever sated? If you really want to find out then you could check out *Napoleonics*. Alternatively, just get a good book!

amiga FORCE Rating!

■ DEVELOPERS: DR PETER TURCAN
■ DISKS: 1
■ PLAYERS: 1
■ GENRE: WARGAME
■ 1200 COMPAT: YES
■ HD INSTALL: YES



■ If there's a game in there, it's almost impossible to find.

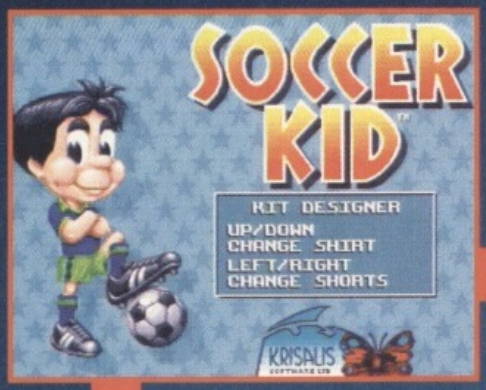
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Rich pickings!

SOCCER

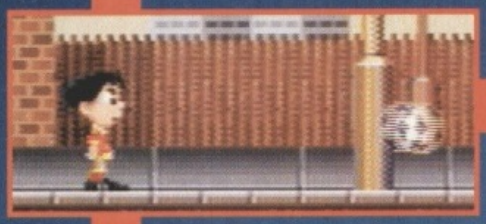
Which idiot decided to stage the 1994 World Cup in America? A Yank's idea of football is two teams of forty-odd goons wearing armour plating running into each other. These over-weight, over-paid and over-rated pillocks can go through their entire career without ever kicking a ball, yet they still call it football.

I digress. Despite the title, *Soccer Kid* doesn't recreate the sport the Americans are trying to hijack. It's a platform game, but for once it actually tries to add something new to the genre — as well as leaping from platform to platform you get to kick a football around. It's no mere gimmick either — booting a ball at the baddies adds real panache to the game, and there's a host of other moves to perform too. His goal in life (pun most definately intended) is to repair the World Cup itself, stolen by an invading alien and smashed into five pieces when he crashed into an asteroid, the shards landing in different countries. All in all there are 30 levels to complete with five bonus stages and loads of hidden bits to discover.





■ Soccer Kid can do more than just run and jump. He's a regular Pelé, performing all sorts of tricks with a ball. Despite the complexity of the moves on offer, they become instinctive after a few plays and add a whole new dimension to the platform genre.



■ Play a high chip.









■ Crouch down to fall through thin platforms. If he's still got the ball, he'll take it with him.

■ When a baddie comes at him head-on, the kid can blast the ball at it.



■ The old joke 'Birmingham City are on the ball… no they're not, they've fallen off it' takes on a new meaning in Soccer Kid — he really is on the ball!

KID

"An exceptional technical achievement"

Over 'ere Son, On My Head...

As you travel through the various countries you must pick up soccer cards, the sort that come in packs of three with a stick of bubble gum. Once you've got the required number (which isn't easy — some are very well hidden) you enter a bonus stage which, if tackled correctly (another deliberate pun), gives a piece of the tattered trophy.

Graphically the game is little short of amazing, with pixel-perfect backdrops and out-of-this-world animation. Soccer Kid himself moves like a dream, and the way the baddies drop dead when mashed is pretty neat too. Some of the collision detection is a little out, but overall the game's an exceptional technical achievement. There's very little disk swapping involved and as well as recognising up to three extra drives (!) it utilises any extra memory you have to reduce swapping still further.

It's difficult to find fault with *Soccer Kid*. Maybe it gets a little samey after a while, but if you're into platformers this one's not to be missed.

Ian!

Tip time!

When you know there's a baddie on the way that takes more than two shots to kill, blast the ball long and hard then run after it.





■ He can also use it as a handy trampoline — ideal for reaching those difficult-to-get-to platforms high above SK's head.

■ Watch out for his trick kicks too — by bouncing the ball as shown...

■ ...he can kick it high into the air.



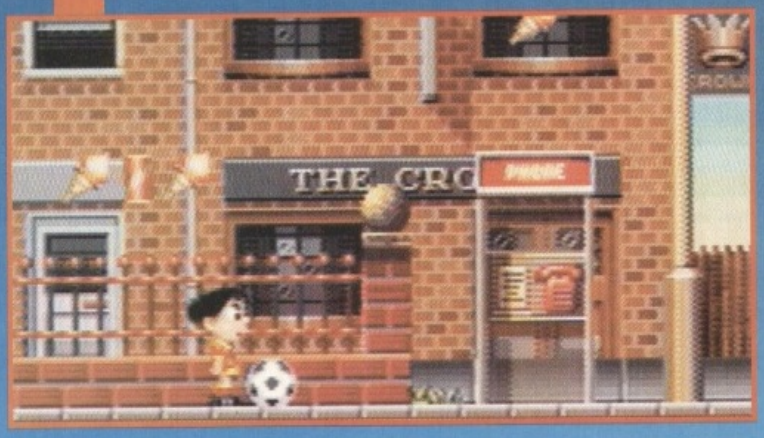
■ Try a sliding tackle to get under low gaps. Again, this works with or without the ball.







■ If you're feeling really smart, try an overhead kick. It doesn't really have much of a bearing on the game, but hey — why not?



amiga FORCE Rating!

■ DEVELOPERS: IN-HOUSE



■ DISKS: 4
■ PLAYERS: 1
■ GENRE: PLATFORM
■ 1200 COMPAT: YES
■ HD INSTALL: NO

■ **A wonderfully original platform game, programmed to perfection. Great!**

88

Rich pickings!



KRUSTY'S SUPER FUN HOUSE

Virgin Games, £25.99

Chris!

■ When Krusty opened his Fun House to the public he expected to make big bucks. Problem is he didn't really think things through, and now the damned place is a rat-infested health hazard.

That's the basic idea behind this fun little problem-solving platformer from Virgin. Although not of the same standard, it can be as fiendish as *Lemmings* in places, with some real thought needed to trap the rodents. The graphics are great, particularly the mad machines controlled by the Simpson family, for squashing the disease-ridden intruders.

Krusty's has some original ideas and is worth a look if you love *Lemmings*. It could ensnare you in its trap! ■

It's amazing the effect Bart Simpson's had on popular culture. His cartoons are only on Sky TV over here in Britain, so the majority of the population haven't seen them, yet he's still bloomin' everywhere. You can buy Bart pencils, pens, figures... I won't labour the point, but no-one can ignore the jaundiced joker we all know and tolerate.

Likewise you can't avoid *Lemmings*. Although they're cute enough *en masse*, individually they're as ugly as Bart — blue-coated blobs with hair that looks like a mouldy tea cosy. 'But what's all this got to do with *Krusty's*?', I hear you cry! Plenty — Krusty is Bart's pal in the cartoons and his game owes more than a passing nod to *Lemmings*. Confused? If you're not by now you soon will be...

Krusty has a problem. His fun house is plagued with rats, strange, purple ones that walk on their hind legs. Rather than hire the Pied Piper, he decides to blow them away himself. He's enlisted the help of Bart and Homer, who bring along their heavy but effective anti-rat machines.

Like Lemmings, the rats trundle back and forth with scant regard for where they're going. Krusty must find items such as blocks and pipes which, if manipulated correctly, allow the rats to walk straight into the traps where they're crushed, inflated or fried to death. You manipulate their environment in a much more direct way than in *Lemmings*, though you've no control at all over the rats. Nor can you control the various nasties that injure our yellow-skinned buddy but leave the rats untouched. Look out for bouncing balls and pies to use as ammo. The levels are cleverly designed and there's enough of them to keep you going for a while.

"Krusty's is a killer rather than a save-'em-up"

So is it as good as *Lemmings*? Alas, no. Although the aim of both games is to get the critters to a given point on the screen, because *Krusty's* is a killer rather than a save-'em-up the rats are safe *unless* you succeed. This robs the game of the urgency enjoyed by *Lemmings*, where the creatures die in a whole host of ways which you must anticipate and counteract.

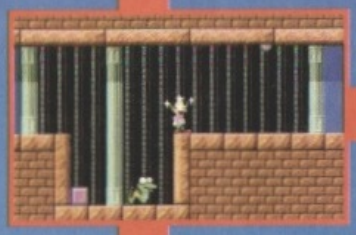
If you haven't already bought *Lemmings 2*, buy it first. If you're looking for a game that's similar without being a clone, look no further.

Ian!



Tip time!

■ Ammo is severely limited, so don't waste it. ■

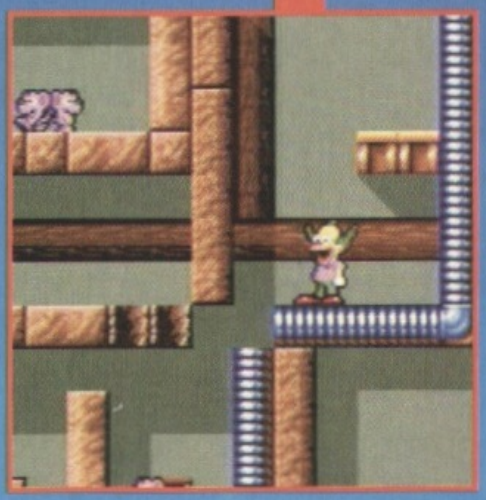






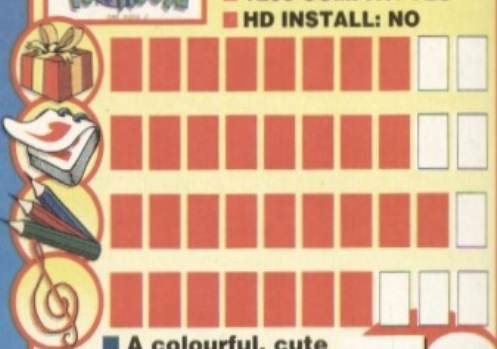
Krusty has been warned about snake bites, but will he listen?





amiga FORCE Rating!

■ DEVELOPERS: IN-HOUSE
■ DISKS: 1
■ PLAYERS: 1
■ GENRE: PLATFORM
■ 1200 COMPAT: YES
■ HD INSTALL: NO



■ A colourful, cute cartoon creation, and an interesting cross between *Lemmings* and *Toddlers*.

73

THE EYES HAVE IT!

THE CRITICS HAVE CAST THEIR VOTE - FLASHBACK IS THE WINNER

"Flashback... outperforms Another World - it's by far the deeper game of the two"

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Letters!

FORCE nine mail

Want to earn yourself a year's subscription to AMIGA FORCE? Of course you do! Then write us a letter of outstanding quality and win the much-coveted AMIGA FORCE Letter rave! Our special thanks to the readers who sent in their works of art — keep sending the scribbles, guys and gals.

HARD DRIVING

Dear AMIGA FORCE
I'm a gameplayer of long standing. I owned a 16k Spectrum and since then several odd computers including the Sword M5 (whatever happened to that one?)

OK, so at 34 years old I suppose I should give up (don't be daft — Ed). Until a short time ago I was the fairly proud owner of an Amstrad CPC 6128, but then being a Spurs fan and taking into account the unavailability of software I sold it. I started buying ST Action , PC User and of course Amiga Force. After several months I decided (due mostly to your mag) to purchase an Amiga 1200, a Phillips MK 2 monitor and an extra disc drive.

Now my problems start. OK so not all the games will load, but this is not my problem. What is, is that my local software shop is offering a 60-megabyte hard drive at a good price so;

1. Is it worth having?
2. Can I put my existing software on it?
3. Will I still need 2 floppy drives ?
4. Can I still have 2 floppy drives and if so, how?
5. Is it worth waiting for the CD Drive?

Now I know most readers are under 25, but can you help out an old duffer this time?
Clive Mayward, Sawbridgeworth

■ Well Clive it seems you've got a few problems, not least being a Spurs fan (Up the Arsenal is what we say!). Anyway, never fear, help is at hand, so here's your answers.

1. Depends what you want to do with it. If you only want to play arcade games, then it isn't as most can't be installed onto hard disk. If you're into adventure and strategy games or want to do something serious though, it probably is.
2. Only if it's unprotected. Check our reviews for what is and isn't HD installable.
3. Yes, for your floppy-based applications.
4. Of course — a hard drive won't interfere with floppies.
5. A special bolt-on CD drive for the A1200 is in development, so if I were you I'd wait for that.

I hope that gives you peace of mind Clive and happy shopping.
Chris

amiga FORCE Letter rave!

FURRY FOOTBALL HATERS!

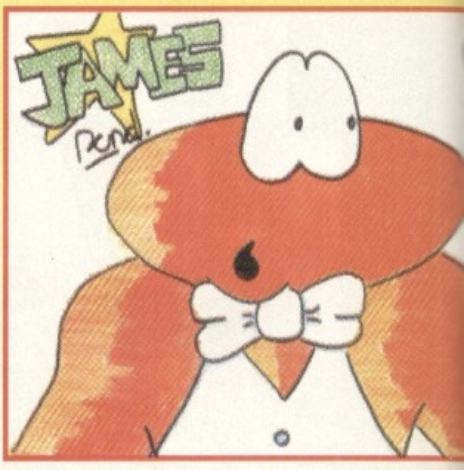
Dear A-Force
I've read Jake Dyer's letter in Issue Nine about his dog (Jobber) and feel must tell you about my pet. I have a Lower Mongolian Lesser Spotted Tree Sloth who is a dab hand at Robocod as well as making yellow stains on my carpet (I call him something obscene when he performs the latter stunt but his real name is Water Works).

Now about your mag...excellent!! The only fault in it is the amount of space you take up for football games! How many people do you think have *Sensible Soccer* (not to mention those who despise football games) I just can't understand how you manage to fill 2-3 pages with sloth excrement about *Sensible Soccer* every month! Other than that I love your great mag. Finally, keep the cut-out-and-cheat cards and the Action Replay pokes.
Mark Cowling, Essex.

■ Come on now, be honest, you're making your pet up aren't you? I know that for a fact because our Mighty Mongolian Muskrat told me so. That was when I could tear him away from his game of *Sensible Soccer* mind you. You have to remember that footie games are among the most popular on the Amiga and we at AMIGA FORCE have to bow to public demand. Most of our readers love football games as much as us — football is the peoples game after all! If I could also give a mention to *Goal!*, undoubtedly the game of the moment in these hallowed offices; a challenge on that may be a nice idea (not that you care much for that I guess!).

Despite putting you in your place like that I did actually like your letter so congratulations on winning a years subscription to AMIGA FORCE, footie games and all.
Chris

MARK'S MUTIL



GIZZA JOB!

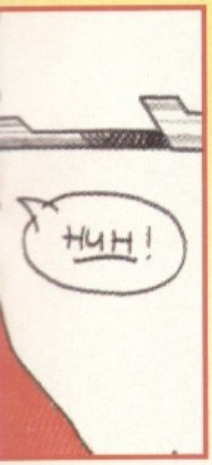
Dear AMIGA FORCE
I am only thirteen, yet for the last couple of years I have been thinking about a job in the media.

Up until a couple of weeks ago I was certain I wanted to be a news-reporter.Then just a couple of days ago I bought your fab magazine and it suddenly hit me. 'What hit you?', I hear you all cry, well how could I begin to think about being a drab news reporter when I could work for a great computer mag , like AMIGA FORCE!

While looking at issue nine I studied what job I would like to do and I decided on being a Features Editor. Anyway, to get to the point what qualifications do I need to be a Features Editor, who knows, in ten years time I might be on the AMIGA FORCE team. I certainly hope so!
The Man With No Name, Leicester

■ The first thing you want to do is remember to sign your name to anything you write, especially letters to AMIGA FORCE! Seriously though, what you need is a bit of sparkle. To work in a place like this needs a good sense of humour I can tell you. It helps if you're fairly confident and outgoing, with a bit of commonsense thrown in for good measure. As to qualifications, there's no harm in going to college and getting a relevent education, but it's not vital. To work on a computer mag is more

ATIONS



■ **Console characters get their cummupance from master of mutilation, Mark Cowling. Mark took our call to arms to heart from issue seven, absolutely bombarding us with all manner of masterful creations.**

Taz apparently took a bruising from some shameless AMIGA FORCE fans, another of Mark's creations (hey, you can only have so much space) while some character from *Lemmings 2* gave Sonic what for courtesy of Richard Daly. Keep 'em coming!

about learning on the job, maybe starting as a staffwriter to get a good grounding in the industry before moving up the ladder into editing.

Oh, I almost forgot, it helps if your a devotee of computer games too!

Chris

WHERE ARE THEY NOW?

Dear AMIGA FORCE

I am writing to you with a question I hope you can answer.

Whatever happened to James Price? He was my favourite reveiwer. But he started to do less and less then stopped altogether! So I was wondering whatever happened to this most excellent of human beings.

Stephen Hay, Dublin

■ James is now the Editor of that 'most excellent' C64 magazine, COMMODORE FORCE. When he gets the time, he does do the odd review for us, but he's a busy person, you see. However, he does have a lot more to do with AMIGA FORCE than most people would expect...

Chris

QUESTIONS, QUESTIONS

Dear Force boys

I really do hope you print this letter because I have not yet read of someone from Coventry in your Force 9 mail. So hopefully I will be able to make history.

Anyway lets get to the point , I have listed some questions that I would like you to answer.

1. Will there be a decent Amiga wrestling game?
2. What is *Man Utd Europe* like?
3. Is it true that *Mortal Kombat* will be coming out on the Amiga?
4. Are there any decent boxing games for the A600
5. Will there be any more *Sensible Soccer* cups in your mag? As I think I can beat anyone at the game (Isn't he modest? — Ed)

If you do not print this letter I will sell my Amiga and buy a Megadrive (Go on, I dare you — Ed)

David Gilbert , Coventry

■ You're a feisty little devil David. Print or else 'eh. Not only that but you want us to be nice and answer endless questions. Well just to show we harbour no grudges here are the answers —

1. No.
2. Crap.
3. Yes
4. No.
5. You'll have to keep buying the mag to find that out won't you David.

Chris

A BIT OF FRIENDLY ADVICE

DEAR AMIGA FORCE

Regarding your magazine, I find it very helpful clear and concise and it's cheap! However there are a few points I find could be improved. I was having a flick through my friend's Sega Force Mega and I found areas which could be added to Amiga Force to make it more attractive. First, the cover on Sega Force Mega is much more sturdy than Amiga Force's cover, which feels flimsy and tears easily. Secondly there is a buyers guide in Sega Force Mega, which gives a view on the game, price/publisher and the rating. This avoids having to flick through back issues for past reviews. How about including reviews for the CDTV/CD32, as there are a fair few games coming out for the CDTV and many more coming out for the CD32? That's all I can think about.

Craig Scott , Fife

■ This must really be praying on your mind if it's all you can think about Craig! In answer to your last question first, or something like that, we will review games for these machines as and when we get hold of them. Check out this issue for a CD 32 review. I'm glad you like the mag and it's always nice to get some feedback from our readers. I promise we do take notice.

CRASH RE-HASH?

To all at A-Force

I have been reading yourgreat mag for several issues now and, one day, while flicking through the mag, I noticed that the A-FORCE team comprises a large number of ex-CRASH writers. Furthermore, you are still at the same Ludlow address.

Can you settle it for me, once and for all, are you the same old team that wrote this great magazine? What lead to the demise of CRASH and your 'emigration' to A-FORCE?

The mag's great, it brings back memories of the good old days at CRASH.

Mark Philpott, Norfolk

■ A CRASH die-hard, eh? Those 'good old days' were indeed a laugh and a half, but, with the demise of the Spectrum, it was inevitable that the magazine would go the same way (economics and all that). Many of the original CRASH staff did move over to other projects at IMPACT and, as you rightly point out, some even made their way to AMIGA FORCE. Fret thee not for the heady daysof the 8-Bit, though Mark — the reign of the 16-Bit is upon us and, hopefully, we can match the standards that you found in the pages of CRASH.

Well that's enough musing for this issue. Do please keep sending your letters in. I promise you we read every one you send.

Chris

SONIC BOOM PLOY



■ **Wooaahhh! No doubt on dangerous ground, Richard Daly, aged just 11, has sent us his rendition of poor old Sonic who, and we quote, "got a bit of a shock (when) he ran into Blanka last night". Having kicked back in his favourite directors chair, Sonic is obviously in need of a good rub down and a nice glass of cherry ade. Or should that be first aid? Answers on a postcard please...**

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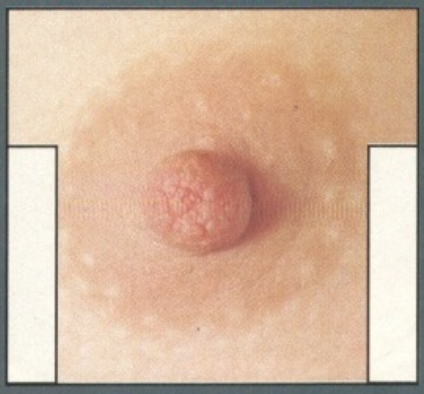


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amiga FORCE





Pull-out Guide

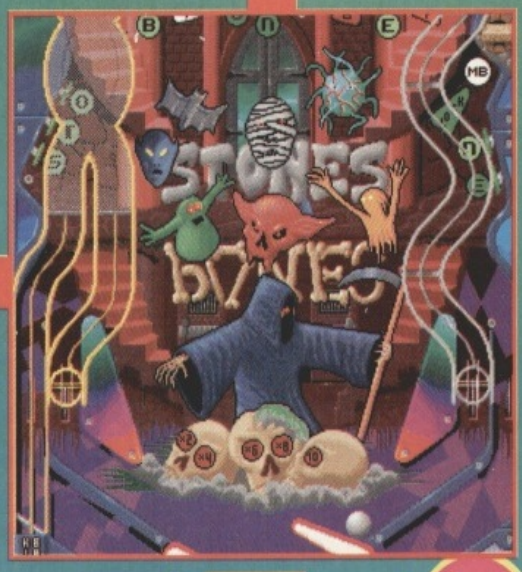
PINBALL FANTASIES

THE CHEATS

Unfortunately these don't work on the CD32 version (there's no keyboard!). Before selecting the number of players, type in:

EXTRA BALLS — five instead of three
DIGITAL ILLUSIONS — stops the ball going out of play
EARTHQUAKE — disables tilt
HIGHLANDER — heavier balls
VACUUM CLEANER — clears high scores
FAIR PLAY — disables cheats





PARTY LAND

■ The Arcade is opened by hitting the button to the right of the entrance — easy-peasy with the top flipper. Your Arcade winnings are random, ranging from No Score to 5 million. Perhaps the most useful prize is the lighting of the side lane extra balls. If you're really confident, you can even deliberately knock it down a side lane to collect the extra ball before Tilting as the ball reaches the bottom of the slope, so it hits the peg and rebounds upwards back into play! Of course, this is a useful technique to master for when the ball goes down the side accidentally.

■ Shooting the a
from the spring
lights up the let
bonus counter.
scoring techniq
bonus for imme
down the cage

■ A hidden hallway is located in the loop, behind the Skyride. Make the ball stop at the very top of the loop to find it and activate the 5x bonus on the Cyclone.



■ Repeatedly shooting the Skyride lights the Rocket Lights for bonus multipliers, and enables you to light the word PUKE — flick a flipper to change the letters lit, so the ball goes over an unlit one. Completing PUKE lights up the letter Y in PARTY, and puts 5 million points in the Dragon's Mouth (don't forget to collect it).
Shooting any Skyride/Loop combination within ten seconds lights up the letter T in PARTY (this is so easy you'll usually achieve it without trying).

■ Shooting the ball round the clockwise loop is achieved with a fairly late flick of the right flipper. Each loop lights a MAD letter — completing the word MAD lights a CRAZY letter. So it takes a total of 15 loops (unless you collect extra CRAZY letters in the Arcade) to do this and activate the Mega Laugh. This can be an even better earner than Happy Hour if you get it right, receiving 5 million for each ramp or passage in 25 seconds.

■ Shooting the anticlockwise loop (including from the spring start) followed by the Tunnel lights up the letter P and earns a million points. Not only this, but as the ball comes out of the Drop Zone, you can attempt to knock it straight round the Tunnel again for 3 million points. Every time after this you get 5 million points — with practice this technique can be a massive points earner. Even if the ball rolls back out of the Tunnel entrance, you can Tilt it across to the flipper for another go, as the bonus lasts ten seconds.

iclockwise loop (including rt) followed by the Cyclone R and adds one to the wever, this isn't as good a as the Tunnel, as there's no e repetition — the ball rolls le to the right flipper.

■ Lighting up the PARTY letters takes a long time but it brings up Happy Hour. The latter awards a million points for every target hit during 25 seconds — the best place to knock the ball here is towards the three mushrooms at the right end of the loop. Make sure you collect the jackpot from the Dragon's Mouth too.



GENERAL TIPS

As this table has a lot of instantly available big points (in the Arcade, and especially repeatedly hitting the Tunnel), even a novice should get a respectable multimillion score. However, getting much more than 50 million isn't easy. The best way to play the table is a balanced approach, varying your tactics to gradually light Happy Hour and Mega Laugh around the same time — make sure to collect the Jackpot during these. Always go for the Cyclone/Tunnel with the top flipper after the spring start or anticlockwise loop. And from the Drop Zone, always go for the Tunnel for multimillion repeat bonuses.

■ Hitting the Duck targets is easiest done from the left flipper. Light all three HIT letters and you can collect the next snack from the trap under the top flipper — easiest done by hitting the ball while it's on the very end of the right flipper. Collecting all three snacks lights the letter A. Quickly shoot the ball round the anticlockwise loop to hold the bonus and double it.

Playing Tips!

SPEED DEVILS

■ Knock the ball up the Jump ramp with a carefully-timed flick of the right flipper. This lights the G in GEAR and, if you've already hit the two ramps in quick succession, increases your speed. For every two speed increases, the next car add-on is enabled — indicated by the numbers 1 to 5, and collected either up the Offroad, the Jump ramp or the lane to the left of the Pit-Stop.

■ Lighting the PIT letters enables the next bonus multiplier, collected in the Offroad passage. However, it's not really worth concentrating on this unless the ball's already been in play a long time.



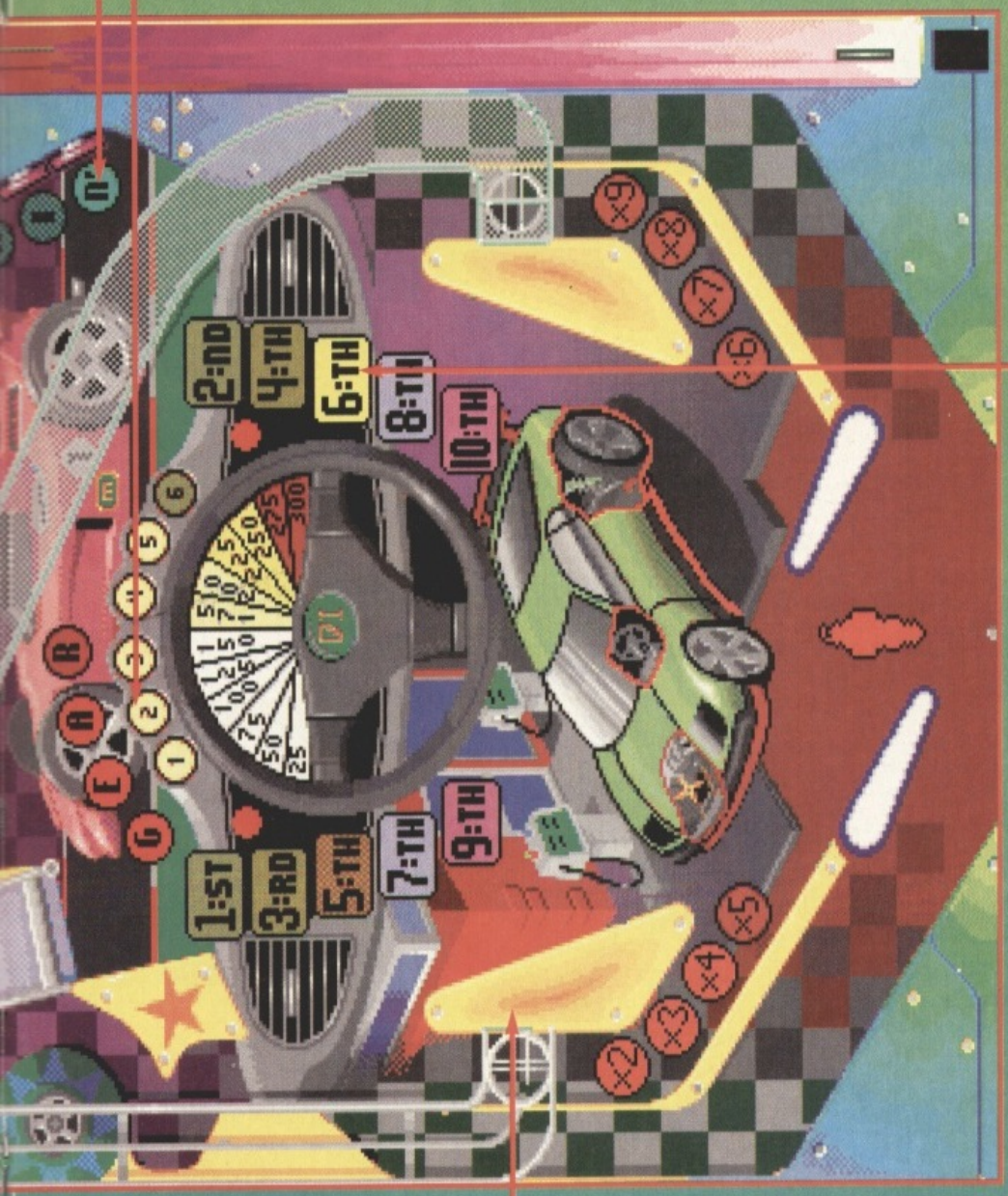
■ The safest way to get the ball down to the bottom half of the table is by knocking it round the Offroad passage (lighting the letter E in GEAR). However, even this isn't 100% safe as the ball occasionally rattles the bumper and heads down the side chute — keep a careful eye out for this, and Tilt if the ball starts rattling sideways.

■ Hitting the BUR letters lights up the A in GEAR, while the NIN' letters light the R. As the G and E are easy to light up, the BURNIN' letters are your main area of concentration when trying to go through the GEARS to enable overtaking. The BUR letters are most easily hit from the left flipper. Pressing either flipper rotates the order of lit letters, but you don't have time to select the unlit letter for the ball to hit, it's down to luck — just keep trying.

The NIN' letters are easiest hit with a late flick of the left flipper. Sometimes you can hit the top N as the ball goes up the right ramp, and it'll stop at the top and come back down — quickly flick a flipper to change the order of lit letters, so the top N is unlit again; the ball often hits it on the way down.

■ Two position lights start flashing every time you light GEAR. If you get a lot flashing at one time it can be a bit off-putting, so you're advised to 'collect' them by shooting the two ramps in quick succession. Get to 1st position and you can go for Goal — located in the Pit-Stop. This awards 5 million for every ramp hit during 25 seconds. It also enables the Jackpot during this time — collected by shooting the Jump ramp. Get this and you can collect the Super-Jackpot from the Pit-Stop.

As you need to visit the Pit-Stop twice for the aforementioned huge bonuses, it's worth practising getting the ball in there. The best way to achieve this is by keeping the top flipper up as the ball rolls towards it from the right, then flick as the ball's about a third of the way along the flipper.



■ These ramps are easiest hit from the opposite-side flipper. The left one is the trickiest: flick too late with the right flipper and you hit the star panel to the left of the entrance — the ball then shoots between your flippers before you have a chance to react.

Hitting the two two ramps in quick succession earns you a million-point bonus. Do this when any of the position lights are flashing (after lighting GEAR) and you overtake the next car. In addition, every ramp hit goes towards a bonus count: 10 — activates Offroad bonus: all targets score 100,000 for 25 seconds. 20 — lights extra ball to the left of Pit-Stop. 30 — enables Jump bonus: hit the Jump ramp for 10 million. 40 — Offroad bonus. 50 — Jump bonus. 60 — Offroad bonus. 70 — Jump bonus… etc, etc.

GENERAL TIPS

This table can be a bit daunting for beginners. Often the tendency is to concentrate on repeatedly lighting the PIT litters to bump up the bonus multiplier. However, this is not a good strategy for achieving a really high score. No, the way to score on this table is to improve your race rankings and eventually get to first place where the really big points are. The best way to do this is to concentrate on hitting the BURNIN' lights to light up GEAR (the G and E are easily lit), then overtake by hitting the ramps in succession. It's also a good idea to hit 20 ramps to go for the extra ball — which stays lit even if you lose the current one. You need all the balls you can get to reach 1st position — they have a nasty habit of going down the side chutes just when you think you're doing well! It can be frustrating, but this table has the potential for truly massive scores.

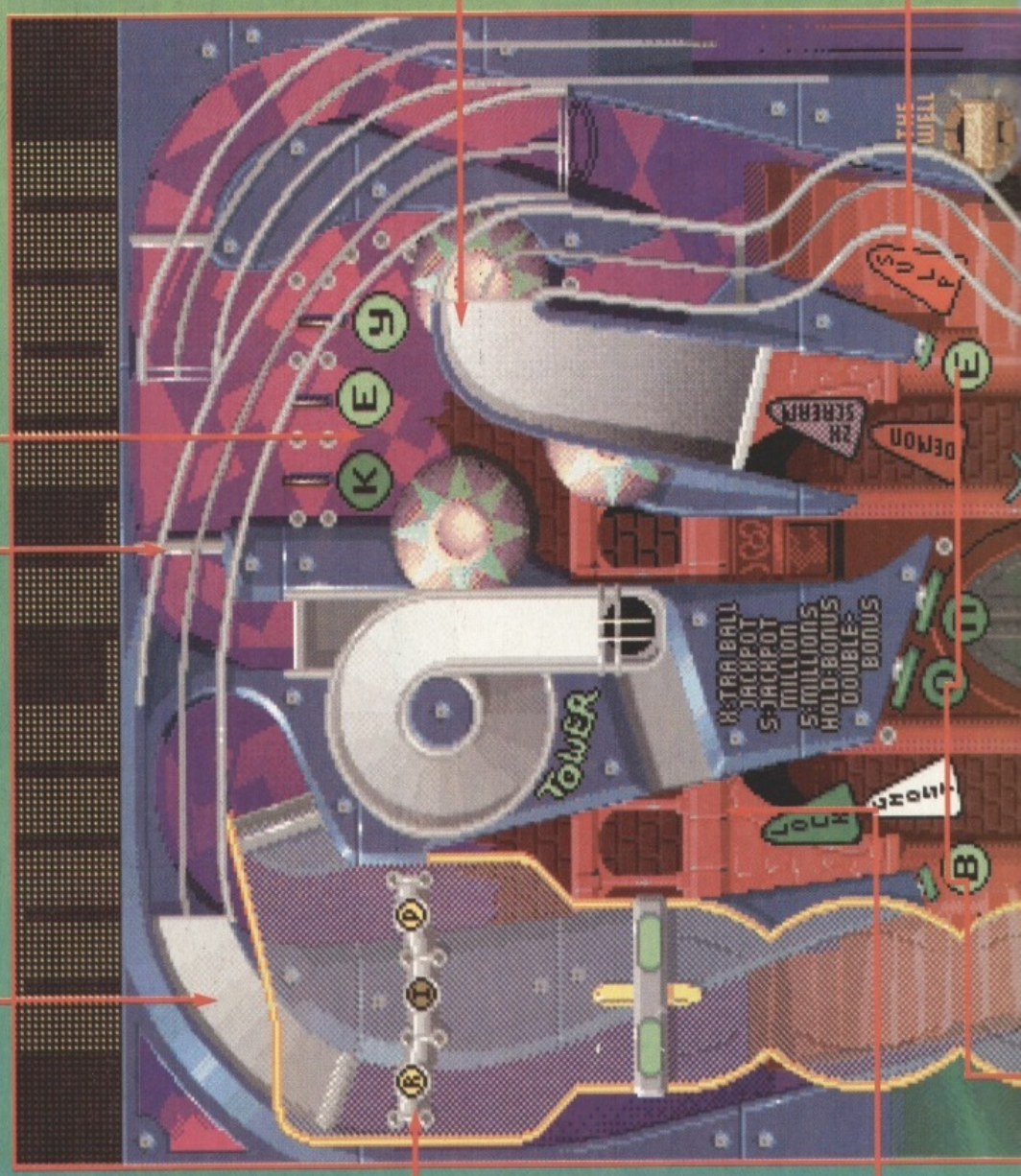
Playing Tips!

STONES 'N' BONES

■ Shooting the Screams ramp adds one to the bonus counter (or two if you've just shot the Clear ramp) to enable these features in the Tower…
10 — extra ball
20, 30, 40… — 5 million

■ Shoot the right passage to reach the Tower. The easiest way to do this is by hitting fairly late with the left flipper — too late and it goes into the Well. Repeatedly shoot the Clear ramp then the right passage to earn 1, 2, 3… million.

■ Lighting the KEY letters opens the Tower (to the top-left of them) where various bonuses can be collected. Flick a flipper to change the order of lit letters, so the ball rolls over an unlit one. However, you can't do this for the opening Skill Shot, where you must use Tilt to get the ball over the lit letter.



■ Shoot the upper ramp repeatedly to score a million each time.

■ When you've lit STONE and BONE, collect the next ghost by shooting the Clear ramp (the one the Ghost arrow points up) to reach the Vault. Lighting the letters RIP enables a kickback in the Vault (so the ball won't run down that side channel while in the lower part of the table). If kickback isn't activated, watch the ball carefully when it's ejected from the Vault: if it hits the right bumper and heads towards the left, Tilt as it hits the left bumper to avoid it going down the side. In order, the ghosts obtained in the Vault are…
Bat: 5 million. **Blue Ghost:** Tower Hunt — shoot the Tower (automatically opened) three times for 5, 10 and 20 million. **Green Smiler:** Enables extra ball. **Red Devil:** 10 million. **Yellow Poltergeist:** Brings up the Ghost Hunter feature, where all targets and bumpers score a million for 30 seconds. Shoot the Tower during this for the Jackpot, then immediately again for Super-Jackpot (50 million). **Blue Octopussy:** Enables Multi-Demon feature. By locking one ball in the Well and another in the Vault you can score 20 million on the Screams ramp. **Mummy Head:** 15 million. **Grim Reaper:** The best bonus of all gives you 5 million for any traps or ramps shot within 30 seconds. Again, you can collect the Jackpot and Super-Jackpot in the Tower.

GENERAL TIPS

This is another tricky table which usually offers disappointingly low scores for novices. The key is to concentrate on lighting STONE and BONE to collect the ghosts in the Vault. Make sure you hit the Screams ramp ten times, too, to enable an extra ball in the Tower. Another tip is to activate the kickback in the Vault (by lighting RIP) but deliberately not use it — instead, leave it as a safeguard in case the ball accidentally goes down the left side chute. The big points are to be gained during Ghost Hunter and Grim Reaper — particularly if you manage to shoot the Jackpot in the Tower: as the ball is ejected onto your left flipper, you have a good chance of knocking it back into the Tower for that Super-Jackpot.

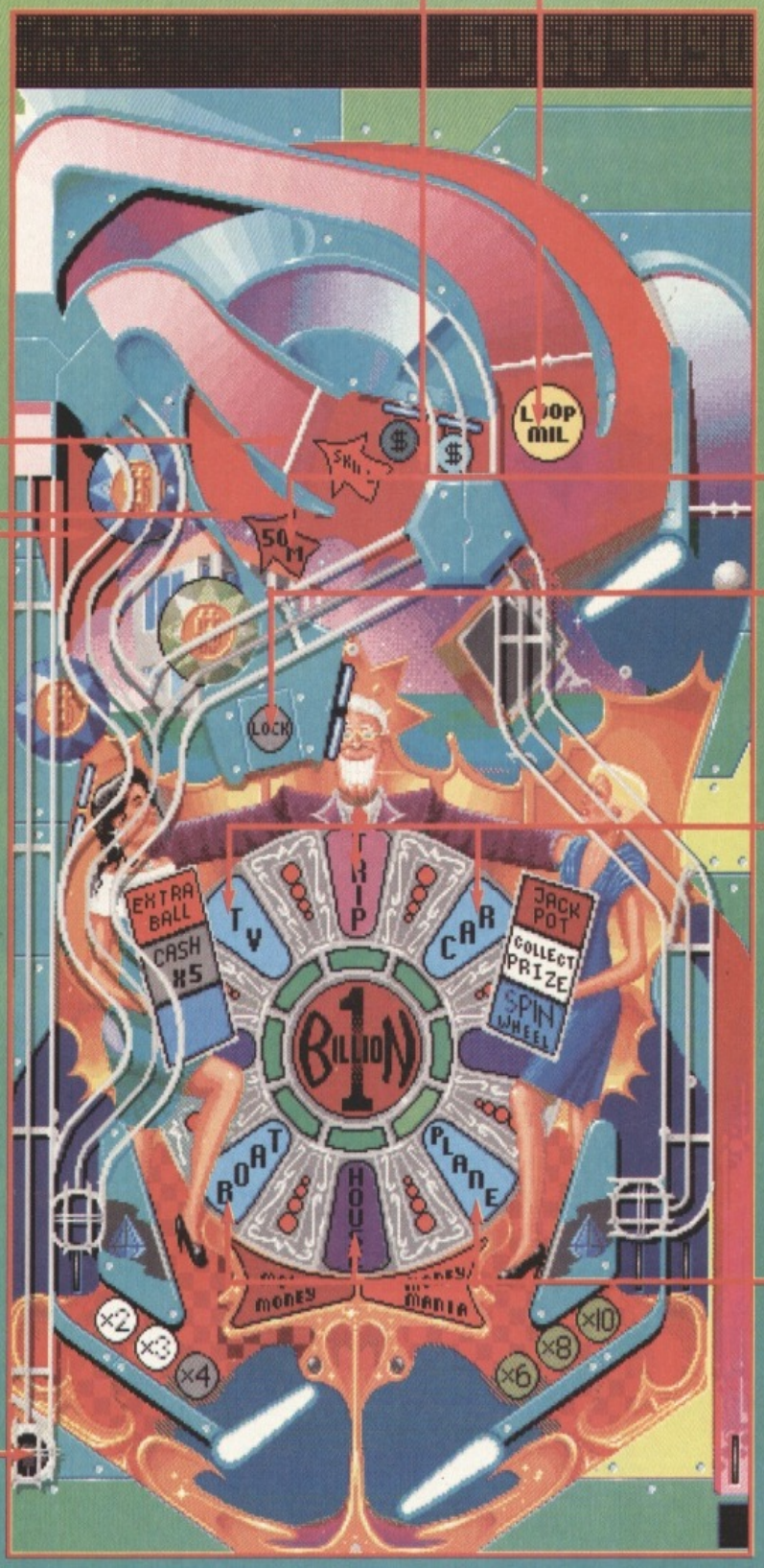


■ You'll spend most of your time trying to light all the STONE and BONE letters to activate the next ghost in the Vault. The BONE letters are easy enough, but the STONE ones aren't — you need to hit the ball late with the opposite-side flipper. Another method is to Tilt when the ball hits the top of the two big bumpers.

BILLION DOLLAR GAME SHOW

■ Hitting the two dollar targets activates the Small Wheel — knock the ball round the Loop Mil to collect a random money prize. Watch the ball carefully when it's ejected from here.

■ Every time you shoot the Skill ramp, the bonus counter is increased…
6 — Enables Money Mania: all targets score 500,000 for 25 seconds.
12 — Lights Extra Ball in the left passage (must be collected with current ball)
18, 24, 30… — Money Mania.



■ Shooting the Clockwise ramp (even from the spring start) activates the Cash x5 bonus for a few seconds: knock the ball into the Lock for at least 2.5 million points. An even bigger potential earner is to repeatedly shoot the right ramp, then the Clockwise ramp for 1, 2, 3… millions.

GENERAL TIPS

A very tricky table indeed. The main problem is that losing a ball is usually disastrous, as unless you've collected a complete set of prizes, they all become unlit again. Consequently you have to achieve quite a lot with one ball. The key to big points on this table lies with the Clockwise ramp. Practise shooting the latter for collecting that Super-Jackpot when the time comes, obtaining the Rising Millions bonuses (by repeatedly shooting it after the right ramp) and the Cash x5 (by hitting the Lock soon after). Of course, the way to the really BIG points (ie the Billion) is by collecting all the prizes, but you need to have a really good run to do this.

■ When the Small Wheel isn't activated, knocking the ball repeatedly round the Loop Mil (with left flipper) earns a million points a time.

The first set of three prizes must all be lit before they can be collected in the left ball trap. Worse still, if you lose the ball before they're all collected, they all become unlit again!
TV: Right ramp, Skill ramp.
Trip: Left passage, Skill ramp.
Car: Right ramp, Clockwise ramp.

After collecting the first three prizes, you can go for the second set…
Boat: Right ramp, Skill ramp, right passage.
Plane: Right ramp, Clockwise ramp, left passage.
House: Left passage, Skill ramp, right passage.

On collecting each set of prizes, the Jackpot is enabled in the right ramp for 25 seconds. Make sure you get it, as you then have a mere five seconds to collect the 50-million Super-Jackpot in the Clockwise ramp.

Collect all six prizes to enable the Billion: knock the current ball into in the Lock, then shoot the next ball you're given round to the left ball trap for a billion points (no kidding!)

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Budget!

Budget bargains!

F-15 STRI

Tip time!

To familiarise yourself with the game try just flying about practicing your control and combat skills on Rookie before attempting to complete a mission.



Hit Squad, £9.99

A couple of years ago, coin-op manufacturers launched a series of arcade updates based on the early eighties classics which, for those of you crumbly enough to remember, started the computer games craze. Now the Grand-Daddy of them all, *Space Invaders* has been transformed into... *Super Space Invaders*!

The beauty of *Space Invaders* was its sheer simplicity. Here the left-right gameplay is still preserved, although the enemy now do more than plod from side to side. Some expand when hit, requiring further shots to dispatch them, while others multiply into more aliens when you blast them.

A decade in the making...

The mother ships now drop power-ups such as rapid fire, laser blasters and even a device to summon a baddie-freezing butterfly. Mega monsters appear after a few waves, which must be dispatched to complete the level. Watch out for the cattle mutilation phases too — stop the aliens stealing our cows at all costs!

Some of the backgrounds are a little harsh on the eyes, but that's the game's only real fault. *Super Space Invaders'* gameplay made it a poor purchase at full price, but at a tenner a throw it isn't all that bad!

"At a tenner a throw it can't be bad"



Ian!

Tip time!

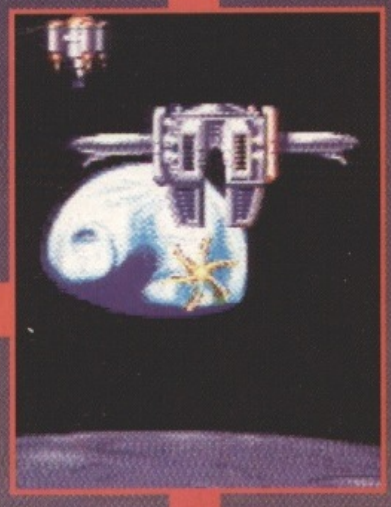
Shoot the baddies at the edge of the formation first, slowing their descent.

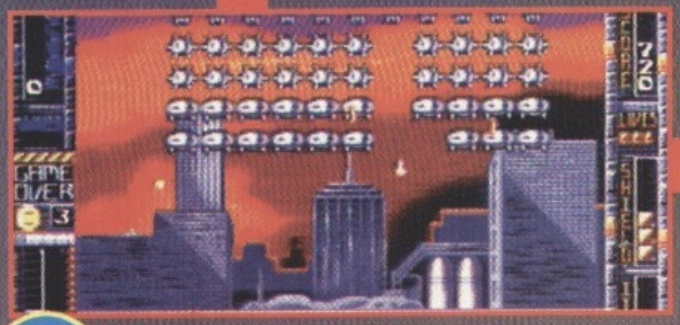
SUPER SPACE INVADERS

Chris!

Ah, the nostalgia. I can feel it seeping into every pore! *Space Invaders* — it's where it all started really. However, although I was looking forward to a trip down memory lane, I must confess to a certain feeling of trepidation. Could the old classic still shine after all these years? Happily the answer is yes. This is a smart little budget game that, while never being a justifiable full-pricer, is a worthy addition to any collection. Nice graphics, easy gameplay and fairly addictive. In short, a good game to fill those dull moments when you've just got nothing better to do!







Superior graphics (not that they could be any worst) and the same kind of gripping play make this latest *Space Invader* game truly super.

amiga FORCE Rating!

A classic in it's own right dragged kicking and screaming into the 90s!

76

KE EAGLE II

Budget!



Kixx XL
£12.99

F-15 II is the latest in the Kixx range of Microprose classics, in which the familiar genre of flight simulations is given a bit of the old arcade treatment. It still comes with a bumper instruction manual for all you flight sim techno buffs, but, on the plus side, is much more accessible if, like me, you hate wading through piles of gumpf.

To begin the game you have to first select a difficulty level, which ranges from Rookie, that's me, to those who consider themselves Top Gun (No, that doesn't include you Ian so put your hand down — Ed). The next menu asks you to select a mission. Amongst others you can attack Gaddaffi in Libya, sort out those old American hang-ups in Vietnam or just do a fly-by over Central Europe. Each scenario has it's own difficulties, which have to be discovered and mastered in order to complete the mission.

The game itself boasts fantastic 3-D graphics, sizzling dogfights and controls that soon become instinctive. This final point is what really won me over to the game. Many flight simulators expect you to have an extra pair of hands to use all the different controls accessed through the keyboard. Not this one. Obviously there are still a few to get used to, but *F15 II* lets you get right down to the nitty gritty of combat with the minimum of fuss.

Plenty Of Practice.

Even so the old adage that practice makes perfect still rings true with this game. You will need to familiarise yourself with all aspects of the game before you can feel competent enough to succeed during the missions. It's true that the arcade element makes life a heck of a lot easier than in other, perhaps more faithful, flight simulations. However, there's also enough depth to the game to keep even the most die-hard flight sim fan happy.

> **"F-15 lets you get right down to the nitty gritty of combat"**

Chris!

Ian!

The arcade approach used by Microprose on *F15 II* works pretty well. There's far less to think about while playing the game, which will probably give it a wider appeal. The one fault I would pick out in the game is the small number of missions, but this is only a minor complaint because there's definitely enough here to justify the price tag. A game designed for those who want that little bit of extra action in their flight sims.

amiga FORCE Rating!

Whether it's your first outing or you are a seasoned pilot, *Strike Eagle II* is a winner.

83

HARD DRIVIN' II
-Drive Harder

> **"Avoid this like the plague"**

Hit Squad
£9.99

Hard Drivin' II- Drive Harder. Hmm... now isn't that an interesting and original title. No I didn't think so either. To make matters worse the game is bloody awful as well. It faired badly when first released, so what the hell did the Hit Squad bother re-releasing it for?

It's not worth wasting space on any kind of in-depth review. Suffice to say that the it takes ages to load the game up, when you do the gameplay is unresponsive to the point of inertia and basically the graphics are nothing to get worked up about either. The game does have an action replay sequence, which is intended to make you wince at your worst crashes. Sadly the car actually explodes before it hits the obstacle!

Avoid this like the plague. It's an embarressment not even worthy of a tenner.



Tip time!

Take the bus it's quicker!

The thrill of the race, the heart-stopping competition...you won't find it here.





Ian!

Hard Drivin' II looks fairly good, but that's about it. The screen update is sluggish and the car steers like it's on ice. Consequently you never feel in control of your vehicle. I was really looking forward to this one but all I feel now is let down. This is simply a complete waste of a good licence.

amiga FORCE Rating!

A truly dreadful driving simulation.

20

Budget!

Budget bargains!

GRAND PRIX





Budding Nige Mansells should steer well clear. This driver handles like a Reliant Robin.



Hit Squad £9.99

'An awesome racing experience' screams the box. It doesn't say whose quote it is, but if I'd made such a buttock-licking comment about this tripe I'd want to remain anonymous too.

What's so awesome about graphics that would look more at home in a children's colouring book than in a race game? What's so awesome about driving a car that's almost incapable of taking gentle turns without swinging violently?

The other cars in the race look like they're floating above the track, with wheels that don't appear to be turning. On top of this you have to contend with a control display that's almost completely obscured by the steering wheel. This is not a pretty game!

> "This is not a pretty game"

What's So Awesome...

What's so awesome about putting your current position and lap times in a tiny box in the corner of the screen? The black-on-blue text is almost impossible to read in the heat of the race. What's so awesome about bland, featureless scenery and far-distance backgrounds that scroll unconvincingly? Oh yes, the sound effects are appalling as well. Okay, so the track scanner and the rear-view mirrors are a neat idea, but that just isn't nearly enough.

Last but by no means least, hitting the shelves with crap like this in the same month as Team 17's ace racer *F17 Challenge* is bad luck of awesome proportions.

Ian!



MANCHESTER UNITED EUROPE







Buzz £9.99

A classic in its day, time hasn't been kind to *Manchester United Europe*, which is ironic really — with the host team having won the Premier League, in some ways there couldn't have been a better time to give it a budget release. So what happened?

First of all, *Sensible Soccer* happened. Using an up/down, overhead perspective allowed the Sensible boys to cram in loads of speed, the tiny sprites zipping round like express trains. Secondly, *Goal!* happened. Dino Dini's masterpiece allows a choice of up/down or left/right perspectives, loads of speed and a more strategic approach than *Sensible*. There just isn't any room for *Manchester United Europe*, even at budget price.

> "It's almost impossible to score."

Load Of Balls...

So why doesn't it measure up? For starters the animation isn't up to current standards. Okay the sprites are bigger and the side-on viewpoint makes it trickier, but at the end of the day it looks tatty. Also the scrolling's often a pain in the eyes.

The biggest fault with *Manchester United Europe*, however, is that it's almost impossible to score. The goalies are great, almost all being in the Shilton class, and the perspective makes it difficult to put togeather passing moves, so expect a constant string of 0-0 draws.

Hardly gripping soccer excitment, now, is it?

Ian!

Tip time!

■ Forget it! Go for the more expensive but better value sims ■

CIRCUIT



Tip time!

■ Buy F17 instead. ■

Chris!

■ Team 17 have shown how a racing sim should be done. In comparison this load of dross shouldn't have even left the pits! The graphics, the sound and the gameplay are all abysmal. It is this kind of rubbish that has turned me against racing simulations; just when I thought F17 could have been the start of a resurgence in the budget field. Why oh why have The Hit Squad re-released it? Spend your cash elsewhere. Preferably on a frontal lobotomy if you're determined to buy *Grand Prix Circuit*! ■

amiga FORCE Rating!

■ What's so awesome? Certainly not this game!

27



I've heard of glory seeking refs, but chasing after the ball is verging on the ridiculous. All that number 8 can do is stand there and clap!



Budget!



MIDWINTER 2 — FLAMES OF FREEDOM

■ Kixx XL £12.99

Your task as a COBRA spy-cum-Special Agent didn't finish with *Midwinter*. The People of Agora need your help once more and this time it's war (again)...

Hang on, surely we mean, the people of Midwinter? Nope — rising sea levels have forced them to move, and they're now in the uncomfortable position of occupying the only isle in a 43-island archipelago that's not controlled by the evil Saharan empire. Naturally they're looking towards Agora, so your task is to take over as many Saharan-occupied islands as possible before their invasion fleet sets sail.

> "Midwinter addicts will feel right at home here"

Midwinter addicts will feel right at home here, though probably a little daunted by the sheer size of the sequel — Flames of Freedom is gigantic in every respect. Each of the 42 enemy islands is treated as a mission in itself and there are 22 modes of transport available, including bi-planes, hot air balloons, Zeppelins, speed boats, helicopters and even a flying sub!

Every island has its own set of objectives to complete, such as assassinating dignitaries, blowing up buildings, seizing secret papers or recruiting others to your cause. There's enough gameplay in an individual island to make it a fair game in itself, so with 43 of them to tackle you won't complete it in a hurry!

The main bugbear with complex strategy outings is their user friendliness, but again *FOF* comes up trumps. You can play what's basically an action game, attacking a single island with no strategic planning involved, carry out a full raid on a particular isle or go for the entire campaign, deciding which islands are of most value to the enemy. I've yet to see a strategy/action hybrid that holds together with no seams showing at all, but this one's the closest yet, perhaps the best we'll ever see.

Like most Kixx XL games *Midwinter II*, comes complete with the original jumbo-sized manual, so you're not missing out on anything by buying on budget. It won't appeal to everyone, but true classics never do. Congratulations to Mike Singleton and the Maelstrom boys for taking the bull by the horns and delivering a real blinder.

Ian!

Tip time!

■ In the campaign game, go for the following islands - LOBOS, NDOLA, CAMARGO, MAKAT, DHAFIA, GMAZAL, DJOUM, SATARA ■







amiga FORCE Rating!

■ A dismal start to the budget league for the reigning champs.

35

Chris!

■ If you like your games to be tough then *Midwinter II* is the game for you. However, although the game is worthy of a high rating, it's worth remembering that you'll need to be a real strategy fan to fully appreciate it. It's got loads of variety and plenty of options, which all maintains a healthy interest in the proceedings. Add to this a totally free schedule, it will take you ages to complete, and you've got a game to really sink your teeth into. ■

amiga FORCE Rating!

■ A stunning game, excellent value for money at such a low price. Buy, buy, buy!

90

Budget bargains!

THOMAS THE TANK

■ **Alternative, £9.99**

Many people don't realise what hard work it is being an old-fashioned steam train with a rather soppy name. It's not all shunting around beautiful countryside in search of the nearest quaint station. In fact, a typical day in the life of a train involves constant stoking, much humiliation and the odd nasty derailing incident.

Thomas The Tank Engine 2 is a cool little racing game full of the hustle and bustle that Thomas and his dopey bunch of friends enjoy. One or two players can choose between one of a variety of steam engines, as well as a carriage and a double-decker bus. You have the choice of four tracks littered with all manner of obstacles, such as leaves scattered on the line (we've heard that one before), broken tracks, rogue trains and boulders. You also have to contend with signals controlled by the irate-looking Fat Controller. Hazards are avoided by switching between up to three tracks at the many intersections — when you control Berti the Bus the roads are designed to match the railway tracks.

Naturally, the first vehicle to reach the last station wins the race. In addition, at certain

> "This game's a real joy to watch, as well as play"

■ Don't travel at high speeds too much in the race; take your time so you can keep an eye out for the obstacles ahead.

Tip time!





Chris!

■ It's a shame, it really is. Poor old Graham Taylor, he just can't win can he? Having been condemned by the media for his apparent lack of managerial talent (and why not?) he's also had his name used to endorse this second-rate football outing. *Soccer Challenge* has no redeeming features. Boring, like Taylor and his teams, just about sums it up. If you want to see how good this could have been buy *Premier Manager* — even at full price it makes *Graham Taylor's* look distinctly Third Division. ■

GRAHAM TAYLOR'S SOCCER CHALLENGE

■ **Buzz, £9.99**

Graham is having a spot of bother. The England team are losing, the press are turning on him and he can't decide whether to have tea or coffee with his breakfast. Decisions, decisions... whatever he does the press call him a cretin. 'I'll have tea', he thinks. Next morning — 'EXCLUSIVE! Failure Taylor in misguided tea spree'. Bowing to popular pressure, next day he chooses coffee. 'What a fiasco — when will he make up his mind?', they scream. When you're the England manager, everyone thinks they can do your job better than you, but it's probably no worse than playing this travesty of a management sim.

Once you've ploughed through the boring, characterless option screens your expectations are pretty low. The equally boring in-game menus do nothing to revive them. They all feature the same dull backdrop, with no sound at all, not even a good, solid bleep when you click on an option. It's not as if any of the options are user-friendly either.

Selecting the team before a match, for example, is like pulling teeth. A player is chosen by dragging the pointer to the other side of the screen and selecting his position. Then go back to the team list, select another player, etc. There's the option of viewing the games, but it's not much to write home about.

Even at budget price *Graham Taylors Soccer Challenge* deserves a free transfer. After the 'individual skills ratings' approach of *Premier Manager*, position indicators (attack, defence, midfield etc) don't cut it, and the info isn't as accessible either. Save up and buy the Gremlin classic instead.

> "Challenge deserves a free transfer"



Ian!

amiga FORCE Rating!

■ **As management sims go, this one barely makes Third Division standard. Dire.**

22

ENGINE 2

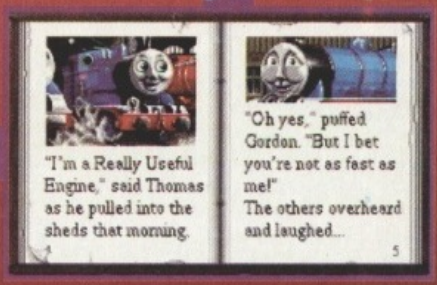
points your train can enter a bonus round. This entails collecting the letters that spell BONUS: succeed and you'll put a good distance between you and your competitor.

Although this is a game designed for the younger market it's still enjoyable for the older player. After zipping around the tracks a few times the game proves an enjoyable budget racer that's a bit on the addictive side.

Graphically it's fine with plenty of detail on backgrounds and vehicles — this game's a real joy to watch as well as play. Soundwise, you get the familiar theme music, plus a typical steam train FX. However, *Thomas* is fun to play, but possibly lacking lastability.

Ian!

Chris! ■ As one of Alternative's new 'children's range', *Thomas 2* is firmly aimed at seven to eight-year-olds. As such, the gameplay is of a simplistic nature, being a matter of simply dodging hazards as your train chugs along. As many of the obstacles are impossible to spot in time, it's basically a case of learning the track layouts. Nevertheless I found it fairly enjoyable for a few races, particularly when competing against a friend. For young fans of Thomas it should provide more lasting fun. ■



Budget!



amiga FORCE Rating!

■ It looks a treat, but runs out of steam in the gameplay department. Good for the young 'uns!

64

F17 CHALLENGE

Team 17, £12.99

No, there's no typing error in the title — Team 17's first budget game (as opposed to re-released full-pricer) isn't called *F1 Challenge* after all. The last minute name change was forced on them when Domark grabbed the official *Formula 1* licence. Why they spent good money on something that adds so little to the game is anyone's guess, but it won't harm this neat little number — it's one of the best into-the-screen drivers ever.

A racer ain't a racer without a blinding turn of speed and this game's so fast it makes Linford Christie look like Victor Meldrew with back trouble. It's silky smooth and, for once, 100% convincing. In most into-the-screen racers there's something that doesn't quite gel, be it unrealistic tyre animation, backgrounds that scroll inconsistently or (worst of all) a car that looks like it's bolted to the ground while the track's pulled underneath it. Not here. Everything's exactly as it should be, with a beautifully animated car taking turns at entirely believable angles and a very accessible information panel that tells you everything you need to know at a glance.

Sunday Drivers

In the classic *Continental Circus* mould, your car travels a bit faster than your opposing vehicles, but, in contrast to your early efforts, they seldom make a mistake. Some racers drive slowly,





clinging to the middle of the track, while others take the racing line, and then there is the annoying prat who wobbles from side to side like a drunk driver. This is a perfectly legitimate hazard of course — it's a game, not a simulation, but it certainly makes you think ahead.

Just about everything in the game can be customised, including acceleration controls (joystick or fire button), gears (manual or automatic) and choice of car. You can also opt for a practice session, a single course race or a full World Championship season, and, of course, you can change the skill level. Fastest lap times and uncompleted games can be saved to disk for future use.

Everything you could ever need in an arcade racer is here. However, every silver lining has a cloud, and *F17 Challenge* has two. Experienced players might find it a little easy and when you set the excellent sound effects to the desired volume during the game you'll be deafened by the far-louder signature tunes after the race. Not a major flaw by any means, but it is a little annoying.

Unless Nigel Mansell shaves his moustache off before this review hits the shelves, this game is the best thing to hit the racing scene for a long while and could easily sell as a full pricer. In other words, it's a bit of a barg.

Ian!

Chris! ■ This is definitely the one. *F17* has finally won me over to race games. I've always found them irritating in the past, with poor scrolling and tedious gameplay my major gripes. However, *F17* is the business. If you want fast and furious arcade style action that turns you into a homicidal road hog when you're confronted by the computer controlled cars, then buy it. It's a great game, utterly addictive and at a bargain basement price you'd be a fool to let it pass you by! ■

■ Accelerate constantly, and if you need to slow down a touch on a corner, let go of the accelerator — don't use the brakes.

Tip time!

amiga FORCE Rating!

■ **DEVELOPERS: IN-HOUSE**



■ **DISKS: 2**
■ **PLAYERS: 1**
■ **GENRE: STRATEGY**
■ **1200 COMPAT: YES**
■ **HD INSTALL: YES**

■ One of the best *Continental Circus* clones ever, worth racing to the shops for.

88

Going

We're big, we're bold and we're back! Once again AMIGA FORCE, the mag that really knows its PD, brings you the latest greatest and love-to-hatest in PD and freely-distributable software. Go for it, IAN 'RUNNING OUT OF NICKNAMES' OSBORNE...

STARBASE 13

Magnetic Fields (Shareware, £5)

'*Monkey Island* in space' screams the catalogue... a bit optimistic surely? Well yes, but if this two-disk opus inspires others to do likewise I for one will be VERY happy.

After the excellent animated intro sequence in which you're told to take a shuttle to Starbase 13 and see what their problem is, you're faced with a very *Monkey Island*-like point-and-click interface. Pick your verb from those on offer in the lower-left hand corner of the screen, and click on the relevant section of the playing area to enter your command: eg to shoot the toolbox in the shuttle bay (a pointless exercise, but you're getting no tips from me), highlight 'shoot' then click on the toolbox. It's so simple even John Major could do it! The hit-boxes are fairly well put together (no playing 'hunt the pixel' here) and (hurrah!) the screens aren't cluttered with red herrings that make the useful (or at least recognised) objects hard to find. The graphics are functional (if not exactly Tobias Richter standard), though the character sometimes has a little trouble negotiating objects when walking across a room — this isn't as annoying as it sounds, as the floors aren't too cluttered.





For all its qualities, however, *Starbase 13* doesn't *quite* make it. An adventure, be it commercial or PD, text-based or point-and-click, should always have a strong opening with plenty to do and a distinct feeling of progress being made. The only thing you can do in the first few locations here is wander around. This wouldn't in itself be so annoying if you didn't keep walking into aliens and getting shot simply for being in the wrong place at the wrong time! Sudden deaths are the curse of adventures and there's no excuses for 'em.

Starbase 13 is certainly worth a look, but doesn't quite live up to its initial promise. According to the doc files the author is now working on another game, so hopefully it'll be a real blinder and this will be regarded as 'the one before the first'.

AMERICAN FOOTBALL COACH

Roberta Smith DTP (Whocaresware)



THE BALROG AND THE CAT

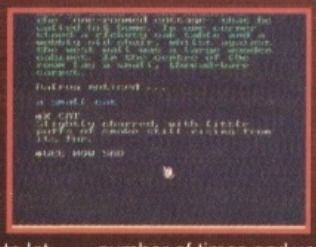
Zenobi Software (Licenceware)

Balrogs have a strange affinity for green cheese sandwiches, Especially ones prepared according to the ancient Balrogian recipe... 'allow the cheese to ferment for a week or two, and slap it between two hefty slices of brown bread'. Balrogs have gone to war over such delicacies.

Of course, tasty morsels such as this can only be enjoyed in peace and quiet; just before he tucked in, Balrog was disturbed by a scratching noise at the door. 'Don't just stand there gawping,' said the cat, smoke bellowing from his blazing tail, 'are you going to let me in or what?'

So begins another of Zenobi's Spectrum ports, played with the emulator supplied with the game. Penned by Zenobi supremo John Wilson, the game is showing its age a little regarding the map — a later Wilson game would be much tighter. Having said that, though, it's far from sprawling and streets ahead of most contemporary adventures.

Like all of Wilson's games, 'humour' is the order of the day. Look out for side-splitting cameos from the racing cockroach, cliff-leaping lemin-rats, a hungry rabbit and of course the eponymous cat. All John's games feature interesting and logical problems — be prepared to EXAMINE a lot and, where appropriate, try the same command a number of times and you can't go far wrong.



A great little game that's more than just a nostalgia trip for those who played *The Hobbit* on their old 48K Speccies.

ASSASSINS #92

Roberta Smith DTP (Compilation)

Another day, another Assassins compilation, another Casio-keyboardesque theme tune —



this one sounds like a Stock, Aitken and Waterman interpretation of the *Shadow Of The Beast* theme, but I'm reliably informed it's actually Aha's *The Sun Always Shines On TV*.

BILL

What do you get if you raise a short conical mound on a snooker table, sink a depression of similar proportions, fill in all the pockets and drill a golf-type hole in it? Arrested, probably... unless you're a computer programmer, in

Public!

THE WINNING POST

■ Mental Image (Shareware)

It's a fruit-machine simulator, but don't let that put you off — *The Winning Post* is one of the most playable and technically impressive latter-day one-armed bandits I've ever seen.

Taking horse racing as its theme, the program isn't based on one particular fruit machine but feature-wise there's nothing here that can't be seen in amusement arcades. The numbered reels light the title 'winning-post', one letter at a time. Make it all the way to the 't' and the special mode is activated, where you play one of a number of dosh-winning subgames. Needless to say, there's a hold reel feature, a random feature hold that stops the 'winning-post' letters resetting next spin and the option to gamble a win. Nudges are only available through the 'winning-post' feature.

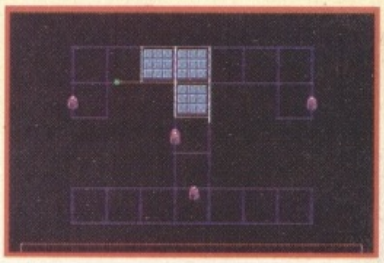
Mental Image have obviously taken a great deal of time over the game. Instead of just scrolling the reels, making them look flat and distinctly un-fruit-machine-like, they made use of the Amiga's Copper chip and shaded the top and base of each, giving a far more rounded appearance. They even give a little kick when they fall into place. The overall standard of presentation is excellent, with crystal-clear graphics and an instinctive interface (not that a fruit-machine sim's particularly difficult to interact with). Clicking the right mouse button gives a list of winning combinations, something too many slot-machine sims forget, but best of all are the hidden bonus games. For example, right-clicking on the 'M1' box on the race track gives you a game called *Painter*, a shameless clone of the old *Amidar* arcade game. Run along the blue grid turning it white as you go, each square completed giving you points. Watch out for the energy-eating octopuses, though! Each level completed gives you extra cash to play with when you return to the fruit machine, a great way of earning dosh should the initial fiver prove insufficient.





This is without a doubt the best fruit-machine sim I've played on a home computer. Obviously you still can't bet next month's rent on the turn of the reels or walk away with your winnings, but this is a problem no game could solve — if you think the concept's pointless don't buy it, but if you like the odd no-risk gamble, it's worth a fiver of anyone's money.

The full game costs £5 and is only available from Mental Image. A demo's been released into the Public Domain, and will soon be available from most libraries or direct from Mental Image as part of *The Mental Image Vol 1.*



OBLIDOX

Crude graphics, crap sound, crud gameplay... the less said about this mid-Eighties magazine type-in lookalike the better, so I'll shut up about it.



accessed at any time during the game, and the interface is an absolute dream. The only black mark on an otherwise perfect performance is the price — £10 for the full version?! Okay it's brilliant, but at this price it should be!

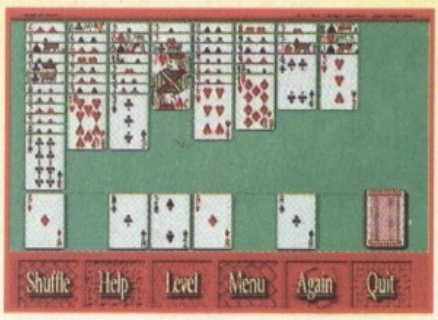
A compendium of solitaire card games is never going to sell by the boatload, and considering you can buy a pack of cards for a tenth of the cost of the game this isn't surprising. It's a magic game, and this is an ideal way to try before you buy — and at a tenner a throw, you need one.

Conclusion: There's some good stuff here, with only *Oblidox* (where do they get these names?) letting the side down (clichés — avoid 'em like the plague). Give it a go.

SOLITAIRE SAMPLER

Another Tower Software PD sampler (remember *Backgammon* from last issue? You damned-well should, it was really impressive). Again it's a cut-down PD demo of a Licenceware game, this time featuring five different card games to play on your tod (or 15 if you register it or buy it as Licenceware).

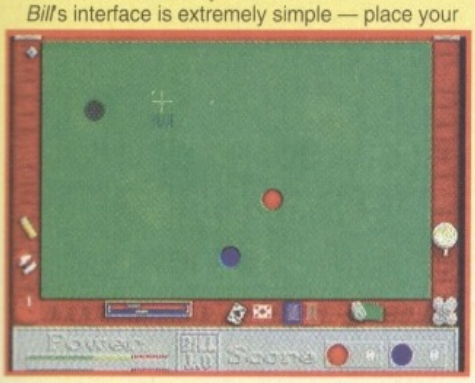
Like its board-based predecessor, *Solitaire Sampler* is brilliantly executed, with superb presentation and graphics. The on-screen instructions are clear and concise and can be



which case you've probably coded the basis of a great two-player billiards variant.

Unlike snooker or pool, *Bill* is played with only two balls, one red the other blue. To score you must 'pocket' your opponent's ball by sinking it in the mid-table hole. Play then continues.

Bill's interface is extremely simple — place your



cursor where you want to aim the ball, and press the left mouse button. Release it again to halt the advancing power bar. The ball algorithm seems very accurate too, putting some commercial baize-bashers to shame. All in all, this is a fine game. With a comprehensive one-player option it would be a 'must buy', but it's still a worthy winner if you've a friend to play with.

Public Domain!

PUBLIC ADDRESSES
Write to the following addresses for details of PD games:

ROBERTA SMITH DTP
190 Falloden Way,
Hampstead Garden Suburb,
London
NW11 6JE.
Disks — 90p each, + 50p P&P.

TOWER SOFTWARE
PO Box 9,
Gosforth,
Newcastle Upon Tyne,
NE3 1QW.
Write for details.

MAGNETIC FIELDS
PO Box 118,
Preston,
Lancs
PR2 2AW.
Disks — £1.00 each, inc P&P.
A5 SAE for printed catalogue.

MENTAL IMAGE
16 Mile End,
Hatfield,
Doncaster,
South Yorkshire
DN7 6AU.
Licenceware, £5. PD collections, £1.50. Cheques and Postal Orders made payable to Paul Robertshaw.

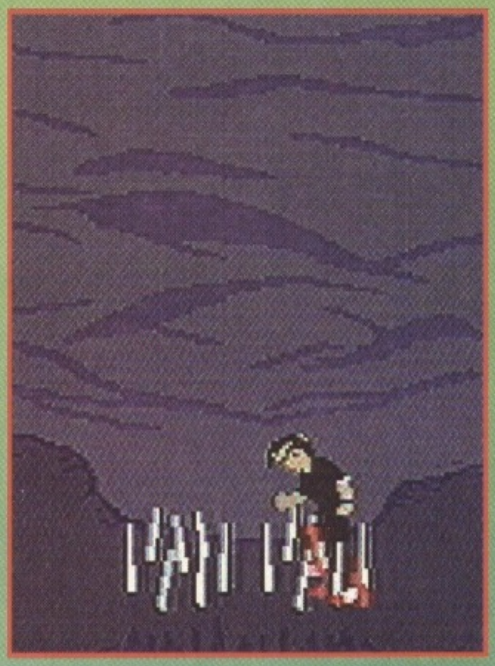
ZENOBI SOFTWARE
26 Spotland Tops,
Cutgate,
Rochdale,
Lancs
OL12 7NX.
Licenceware — £2.49 a disk, inc P&P.

CAPTAIN BONUS IN ANOTHER WORLD

Roberta Smith DTP (Shareware)

It's not difficult to see where the inspiration for this little *AMOS* ed outing comes — even without the 'subtle' clue in the title, the beautiful animation and moody blue backdrops just ooze Delphine's classic. There's a fair amount of *Prince Of Persia* in there too. An overly ambitious project, surely? You can't have an *AMOS* version of *Another World*...

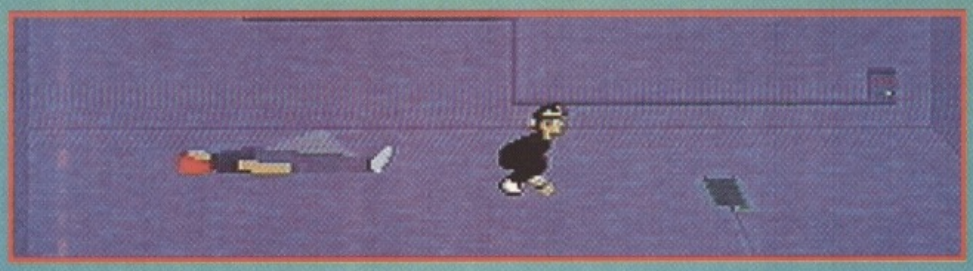
Actually, *Captain Bonus* almost makes it. It's obvious a lot of time and effort has gone into this game. It's well designed, beautifully presented, and (although shamelessly ripping off two classic games) manages to put a new angle on the theme by introducing an object-based arcade-adventury element. It pays further 'tribute' to *Another World* and *Prince Of Persia* later in the game when the prince is found skewered on some spikes, and the main man from Delphine's game (sorry, can't remember what he's called) electrocuted.

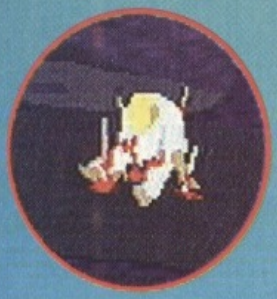


The game controls aren't easy to master. I cursed it with a vengeance for the first few plays, complaining that its use of inertia meant you only had to touch the joystick and you move two inches — very frustrating when you have to stand on the edge of a pit to jump over it. I then discovered that you only had to hold the fire button to walk in the direction you're facing at a steady crawl, one small step at a time. Serves me right for skipping through the instruction screens, doesn't it?

Captain Bonus is an excellent game, and (if you're a fan of the aforementioned commercial classics) well worth a place in your collection. Although it's Shareware, the exact fee isn't specified, so it's up to you to decide how much to send, but personally I reckon it's worth a few quid of anyone's money.







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SYND

FISH 'N' TIPS!

Another month, another mag-full of excellent tips for the latest and greatest Amiga games! Everything from *Syndicate* to *Lemmings* takes pride of place in the AMIGA FORCE tips section. How do we do it? Sometimes we even surprise ourselves...

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WESTERN EUROPE

TEAM TACTICS

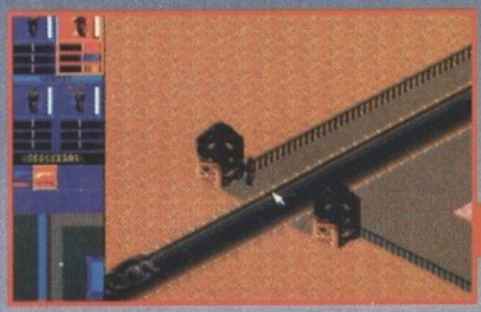
Your mission in western Europe is an assassination.You only need to send one agent into the town for this mission, but remember to select your equipment carefully. For this mission you must travel light and youl only need a shotgun and a medi-kit. An optional piece of equipment is a scanner, although this is not vital.

Welcome back once again to the Impact crime syndicate.
It seems you were highly successful with our last set of tips. So successful in fact that we decided to extend your tips contract and not have you terminated.
So for this mission manual we have decided to guide you through Europe, but remember this is not a time for sightseeing around the many wonders of these fair cities. You have a job to do so ship out your cyborgs and remember all civilians are expendable.

1 Your first target is walking around by this building, which is directly opposite the entrance bridge.



3 Wait around by the building and your victim will eventually emmerge. As soon as he does, let rip with that trusty shotgun. He must be killed before he reaches his car and escapes.

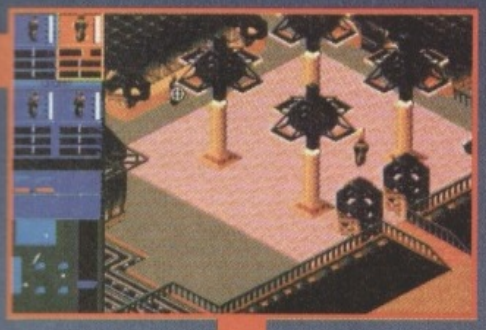




ICATE

Playing Tips!



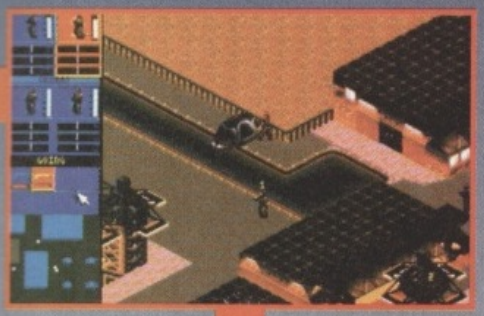


EASTERN EUROPE

1 As soon as you enter the city persuade as many people as you can. For every 16 civilians you persuade you get a cop on your side to add to your firepower.

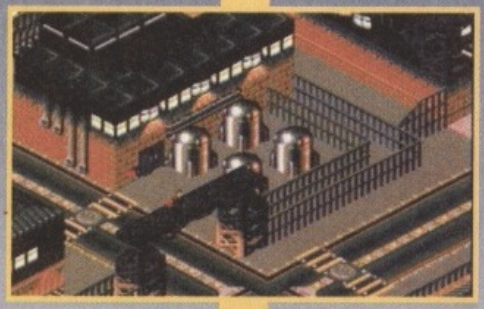


2 After you have wasted that poor sucker, head towards the building with the car sitting outside it.



2 Now follow your scanner to that dastardly scientist and let him have it.

5 If you are in need of a little extra firepower then why not follow the road round to the guard tower? Kill the guard and his Uzi is yours for the taking.





3 As soon as you have blown away that academic fiend quit the mission and move on to the next (SEE, I TOLD YOU IT WAS EASY).



TEAM TACTICS

Your final mission for this month is another assassination run. This time your target is an enemy scientist. Don't bother trying to talk him back to our side, simply waste him with extreme prejudice. Your equipment for this mission must include a scanner and a persuadatron. The latter is useful as some of the enemy agents are open to suggestion about their allegiances. As for weapons and other items, grab flamers and a large amount of medi-kits. This is a quite simple mission as long as you follow our directives.



CENTRAL EUROPE

TEAM TACTICS

After your success in the assassination of the mercenary camp leader on your last mission, it has been decided that your next mission will take you to central Europe. While there you must wipe out all of the enemy agents who have taken over a city as their centre of operations. You should kit out your healthiest cyborg with as many weapons and medi-kits as he can carry. If you have to sacrifice your scanner then do not worry, as the agents will hunt you down themselves. There is, however, one item which can prove vital to your defence, this is the persuadatron and you must carry one into the mission with you.

1 You must use the car to smash your way through the two sets of city gates. Make sure you get out of it immediately after the second set, or it will be fried cyborg á là car.

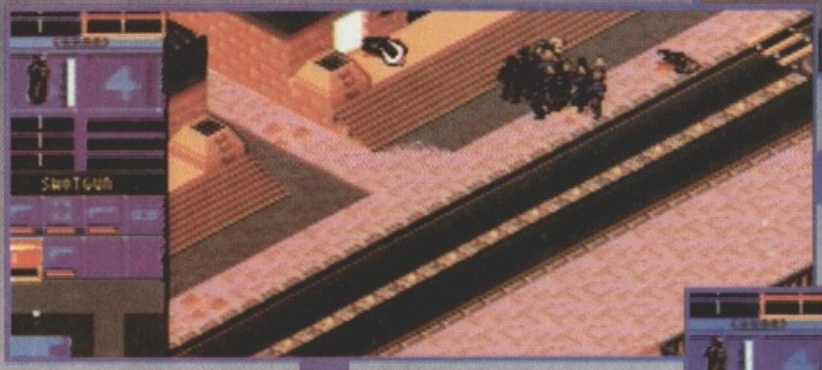




2 Once inside try persuade as many civilians to join you as possible as these will act as a human shield between you and the agents.

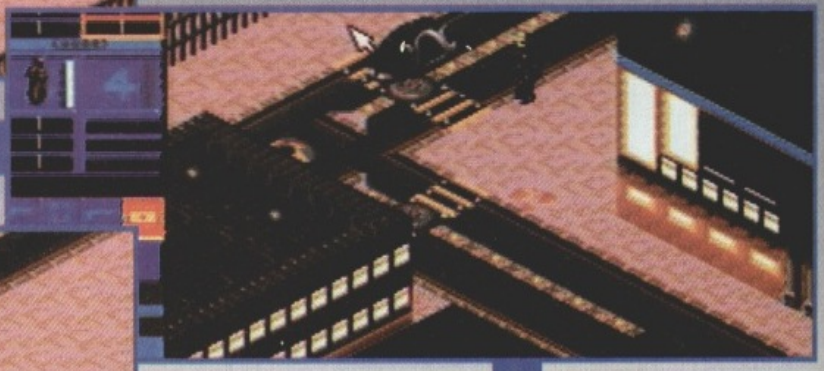
3 If you have managed to persuade a cop to join your team he will open fire on any enemy agents who approach.

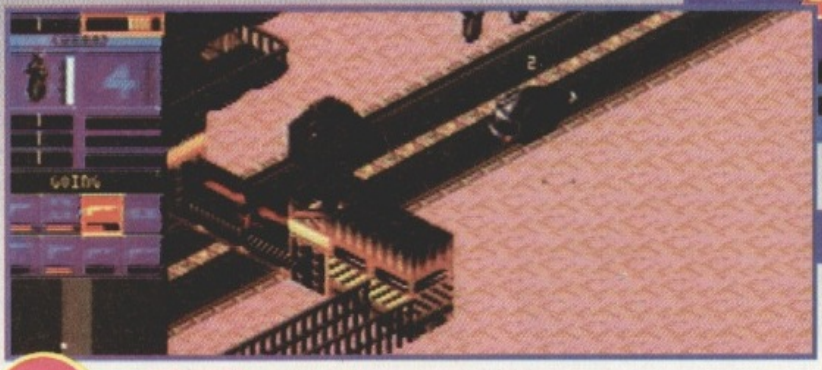




4 When you have emptied your weapons drop them and pick up the dead enemy agent's armaments.

5 When all enemy agents are terminated, return to the car.





6 Once inside select the side of the road opposite to the car to turn around and head out of the city for another successfully completed mission.

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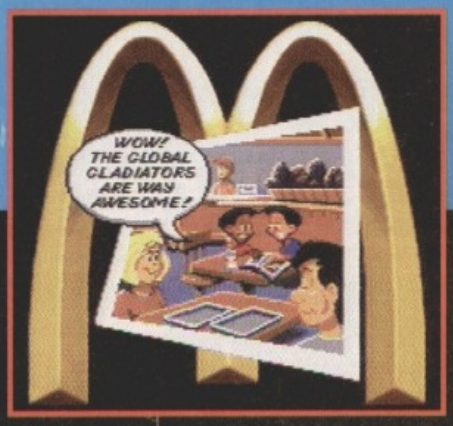
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Playing Tips!





To grab the arches right by the start you must drop down a level to the platform below.



These slime machines are more of a pain than a danger, although a few well placed shots soon dispatches them.



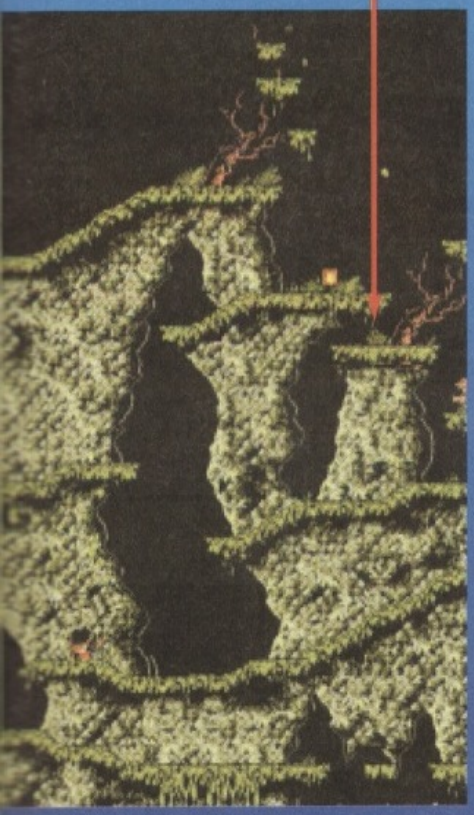




You must avoid long falls into the unknown as you stand a chance of ending up in one of the slime pits across the bottom.

GLOBAL GLADIATORS

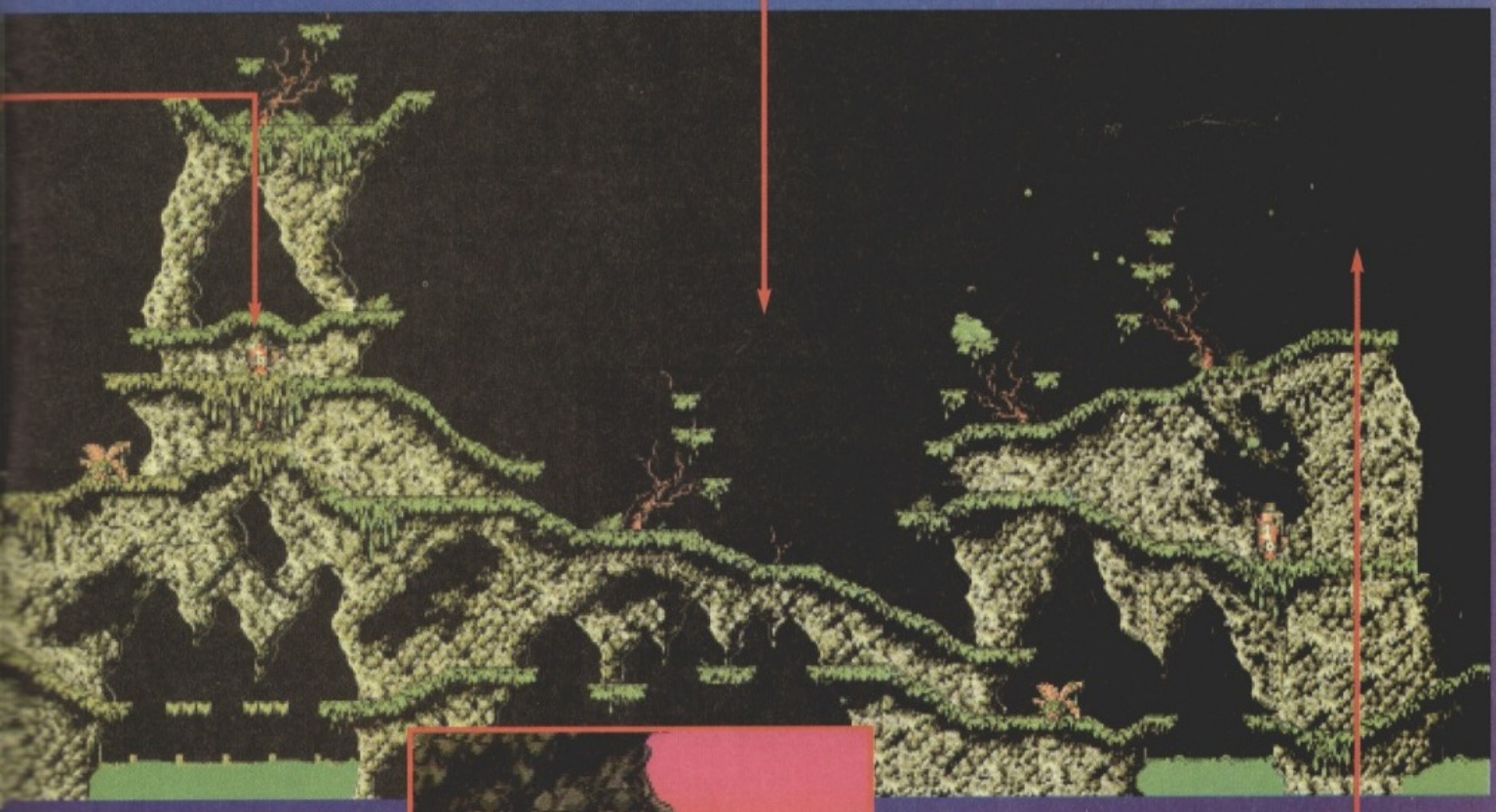
If that poor old energy bar is looking a bit low then why not grab the energy heart here?





If any of those elusive arches seem unreachable then try jumping into the air to reveal invisible platforms.

For those of you out there who don't mind a bit of blatant and totally obvious advertising, then this game is definitely for you. So put down your burgers and grab your joysticks and prepare to combat Slime World 1 with the aid of our totally cholesterol free map.





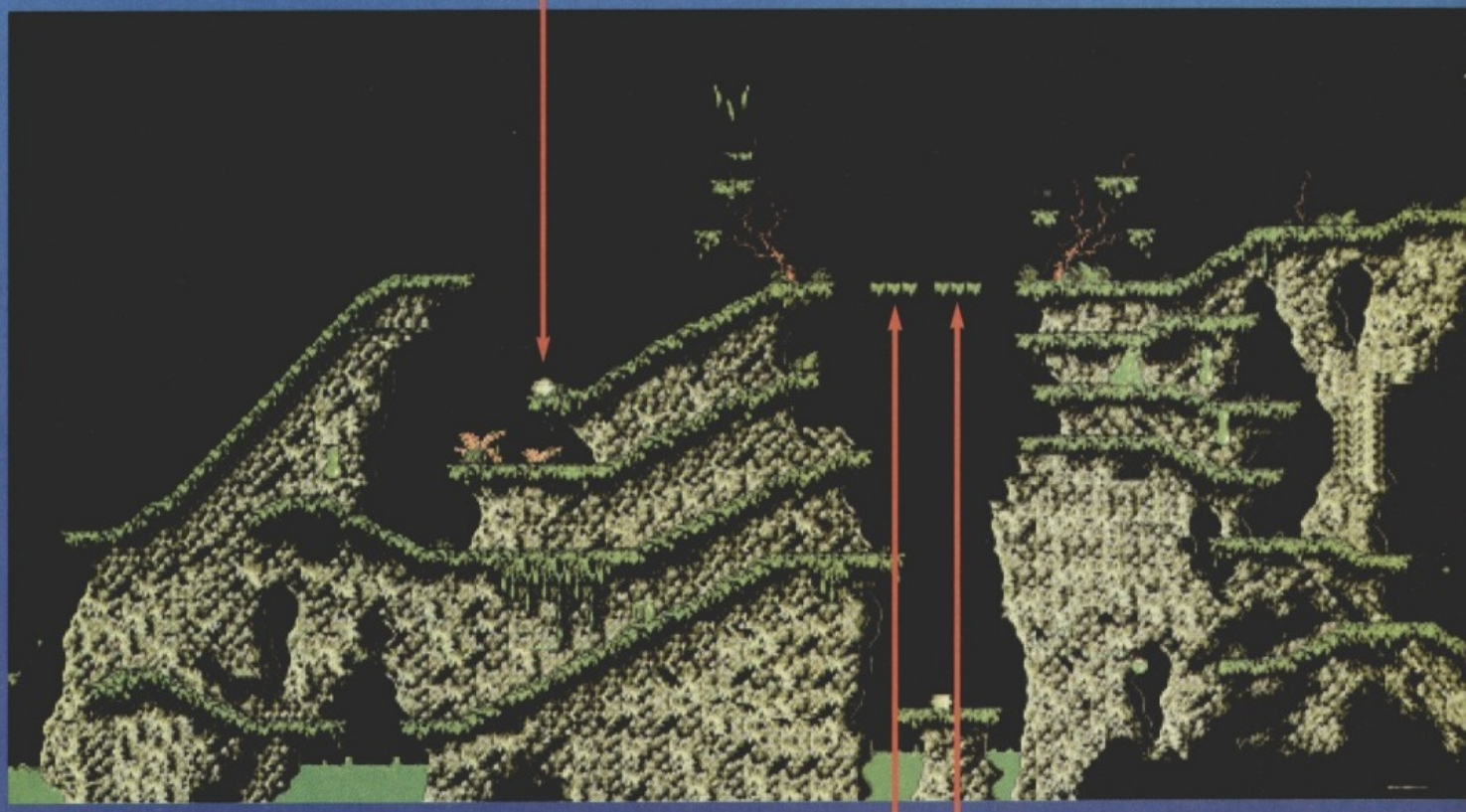
Try to touch these marker arrows every time you see one as they will make it a lot easier if you lose a life.

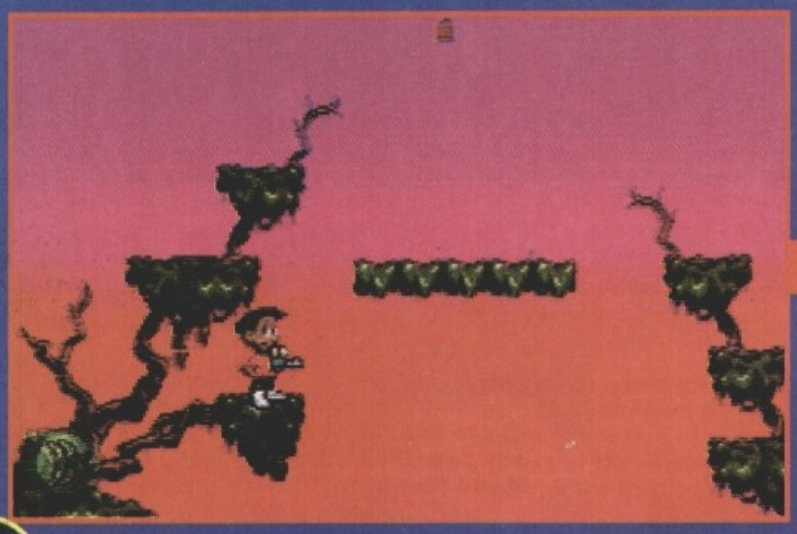
Playing Tips!



Jump onto any of these silver tubes and a lump of harmless slime will transport you up into the air. Usually to reach those wonderful arches, although you can use them to access higher platforms.

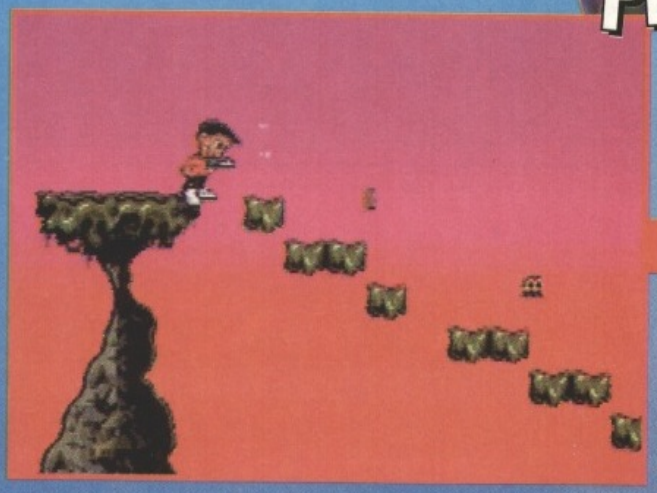






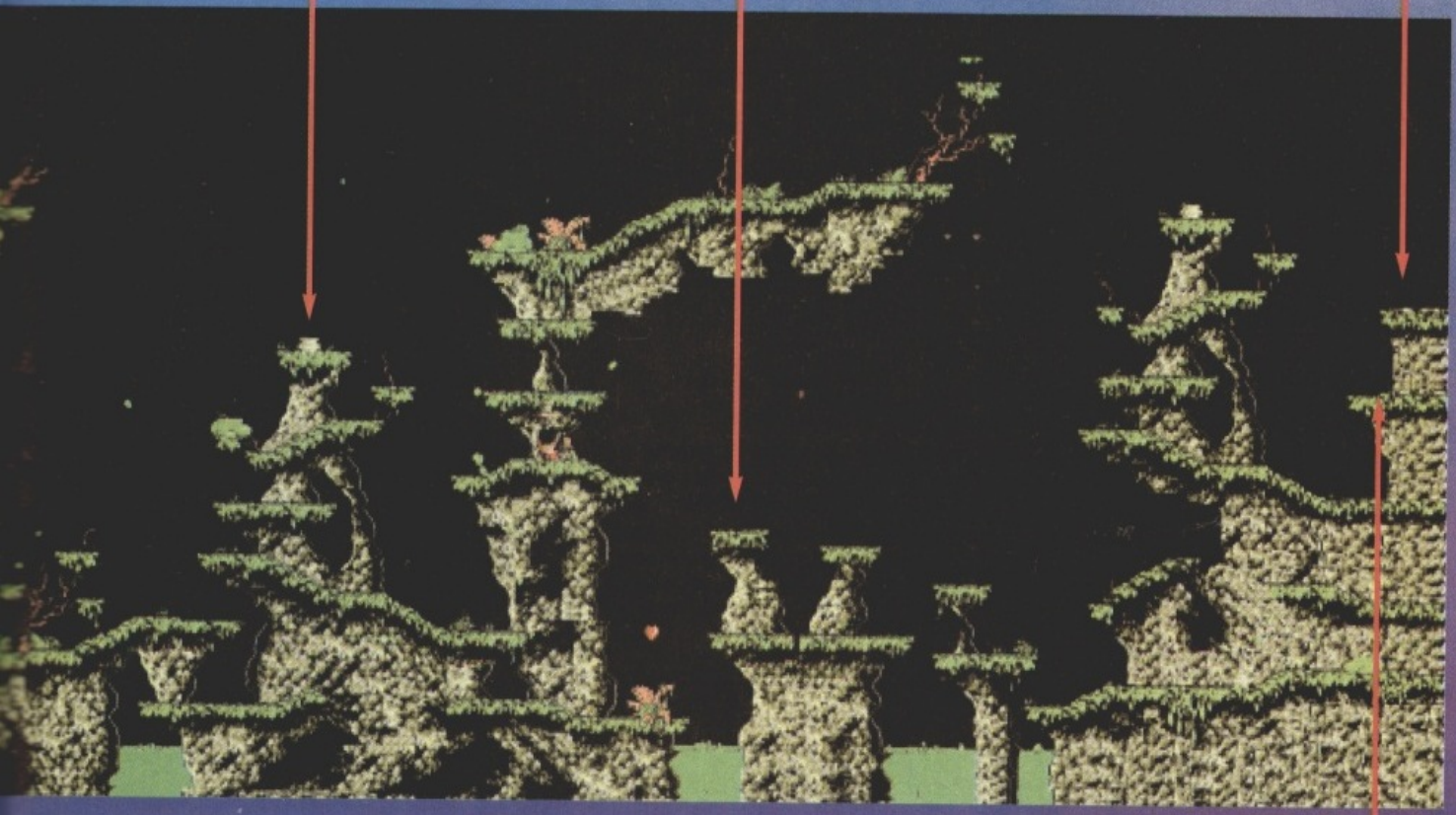
These platforms look nice and squishy don't they? That's because they're made of slime and will disappear from under you if you spend too long on them.



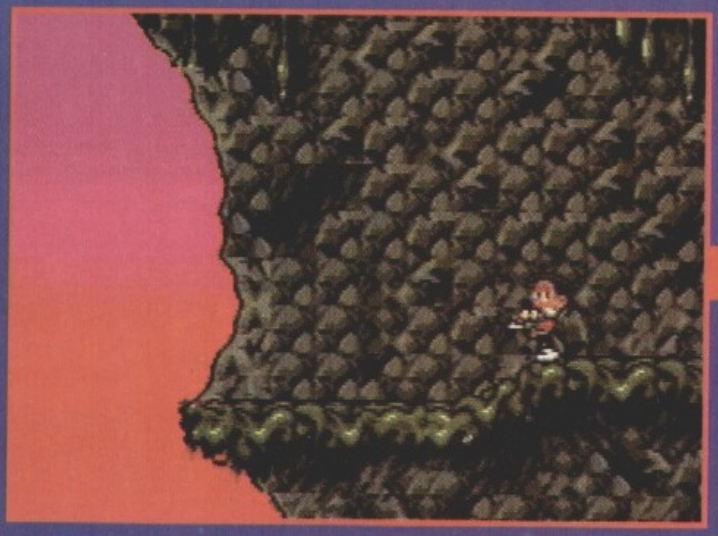


These lower platforms are infested with all variety of slime beasts and are best avoided in favour of the much safer higher platforms. If you are on the higher platforms always look down before stepping off onto the platforms below, this avoids the possibility of landing on top of those nasty slime beasts.

Use these slime steps to reach that good old red haired, slightly psychotic looking hero Ronald McDonald.







If you are at this point on the map then you are in trouble as you have taken a wrong turning. Use the platform above to get through to the slime steps to the finish.

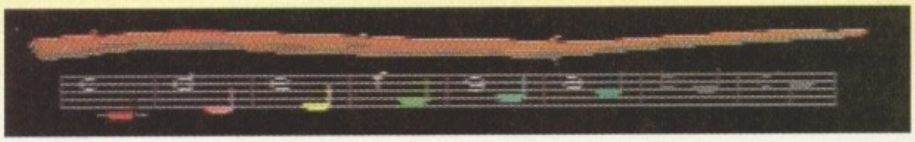
Playing Tips!

LOOM™

This early Lucasarts outing has one of the strongest storylines of any adventure, and it's now a Kixx XL budget barg! If you're stuck, here's the entire solution courtesy of AMIGA FORCE!

The spells in Loom are 'cast' using a peculiar system based on musical notes. While the notes for each spell are consistent during a single game, if you restart they'll probably differ. Also, you can't anticipate a spell you've not yet won, so beware when restoring saved games. If you save just before winning a spell, return to your saved position and continue without repeating the action that won the draft you won't be able to cast it, even though you know the notes.

The nature of the game make it difficult to offer directions in terms of compass points. We've taken North as being into the screen, South towards the base, and West & East as left & right respectively.





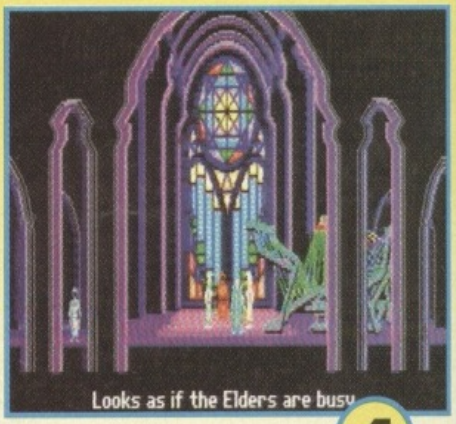
1 The leaf has no affect on the game, but you can interact with it to practice using the interface.



2 Make your way here. Walk towards the tents...



3 ...like so. Enter the large tent to the left. When inside, keep going right until you see ...



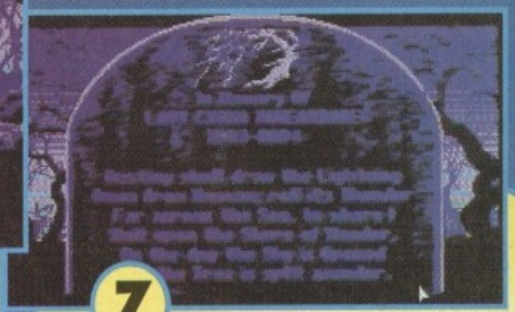
4 ...the elders in conference. Pay attention as the storyline unfolds.



5 After the animation, you're left in front of the Loom with the distaff to your right and an egg to the left. Take the distaff (it appears under the main window) and examine the egg. You get the OPENING draft — as it happens you've got it anyway (it's already in your book of patterns). The egg won't actually open until you try to leave the screen. Leave the tent and go right. Return to the diagonal crossroads and take the North Eastern path.



6 Carry on left to the graveyard and disturb the owl by examining the thorns on the far left.



7 Read the gravestone too.



8

Go back a screen to the trees. Examine the holes one by one — there's an owl in each. When you've checked all four they sing the NIGHT VISION draft — write it down.

Go back to the tents, but this time walk right, entering each in turn.



9



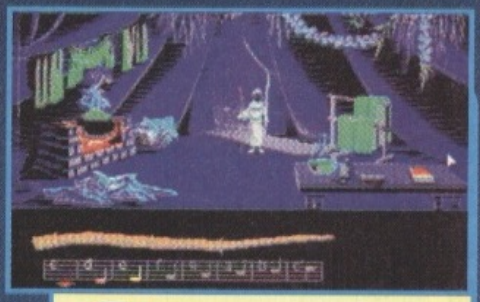
10

Walk into the darkness until it becomes highlighted under the eyes. Cast NIGHT VISION to reveal...



11

...A spinning wheel. Examine it to get the STRAW TO GOLD draft. Practice turning the straw near the wheel into gold and back again by playing the notes backwards.



12

The end tent looks like this. Take the book off the table and examine the cauldron of green liquid — this gives the DYEING draft. Again, have fun turning green things white and vice versa — there's a note in it for you. Examine the bottle for the EMPTYING draft.

Go back up here and cast OPENING at the sky (remember the gravestone?). The results are dramatic. Go back to the crossroads (#2), and South-West to the jetty.



13



14

Look where the tree ended up! Double-click on it to enter water, then climb aboard and set sail.



15

One animation later you reach a whirlpool. Examine it and listen hard — that's the TWISTING draft. Cast it backwards on the whirlpool.

Proceed left beyond the whirlpool and you land here, having gained another note. Walk into the screen to the woods and go left at the junction.

16





17

The shepherds won't let you past. but as they reveal themselves they give the INVISIBILITY draft (note — you get it backwards for obvious reasons). Go back to the crossroads and guide Bobbin North to the green city. Enter it.



There's a little glass bell next to the crystal (which is next to the mouse pointer). Examine it — you're teleported to the bell at the front of the screen.

18

Playing Tips!

19 Walk left to the domed room, and out through the arched door.





20 Enter the tall building on the left, noting the workers at the top.

Listen to their conversation. Walk out of the building, cast the INVISIBILITY draft on the workers, re-enter and ring the bell.

21

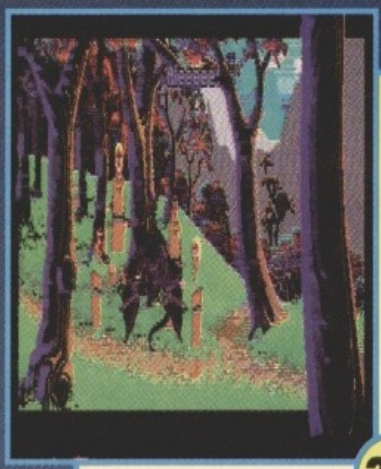




22 Unseen you can enjoy their banter. Examine the scythe to get the SHARPENING draft before ringing the bell opposite



23 You re-appear on the earlier screen (21) but next to the scrying stone (the thing that looks like a crystal ball). Examine it and you see into the future, where you scare off the shepherds with a TERROR draft. Note the notes.



24 Go back using the bell teleports, and return to the shepherds. Use the TERROR draft.

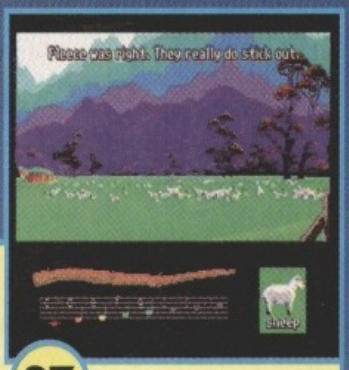


25 Go left. Examine the sheep and as they leap over the fence they give the reversed SLEEPING draft, waking the shepherd. Make a note of it. Walk North then left to the village and enter the large building with smoke coming out of its chimney.

Examine the lamb, and talk to Fleece. She has a problem. As you try to leave the room she calls you back and shows you a HEALING draft. Make a note of it and leave.

26





27 Go to the flock. Point at the sheep and cast the DYEING draft. They go green and can't be seen against the grass.



The dragon flies over and snatches you instead, taking you to his lair.

28

Highlight the gold, then turn it into straw. The dragon isn't exactly chuffed, but you get another note.

29





30

Highlight the dragon and cast TERROR. The results are spectacular.

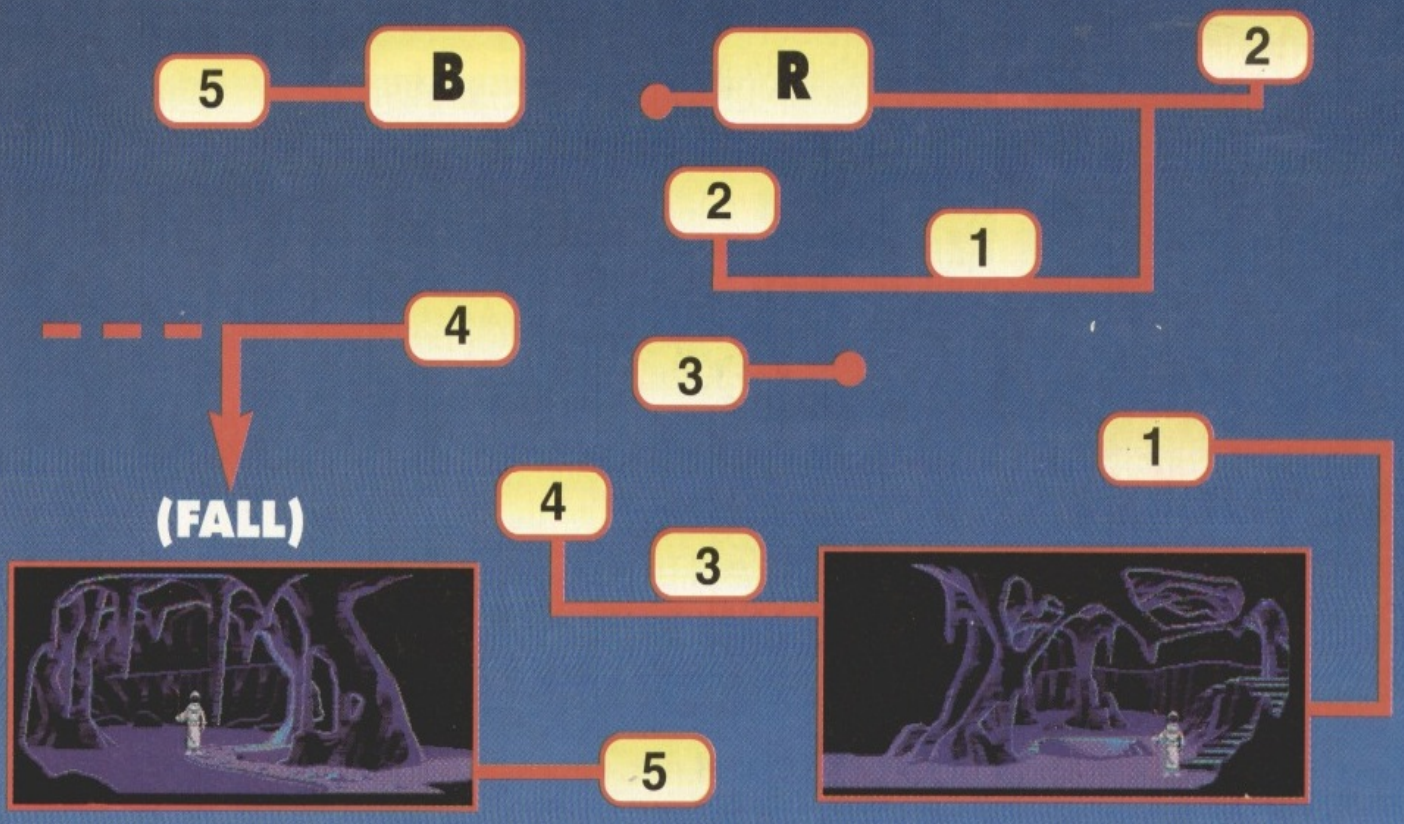


31

Walk down the newly-revealed tunnel into the maze. Cast NIGHT VISION when darkness is highlighted. You can only see a small portion of the maze at a time, but you should follow the pathway as shown on the map below.

The MAZE

You must get from the red tunnel (R) to the blue one (B). Follow the path as shown, with tunnels numbered at both ends. When in the room by the pool, examine the water to get the REFLECTION draft.



Playing Tips!



32 When you get out of the maze you're instantly faced with this little number. Highlight the steps and cast TWISTING backwards — impressive eh? Follow the newly-created path...



33 ...to here. Wake the boy with a reversed SLEEP draft. He shows you the way to his guild, an anvil-shaped building. You need to get in there but you'll be stopped at the gates...



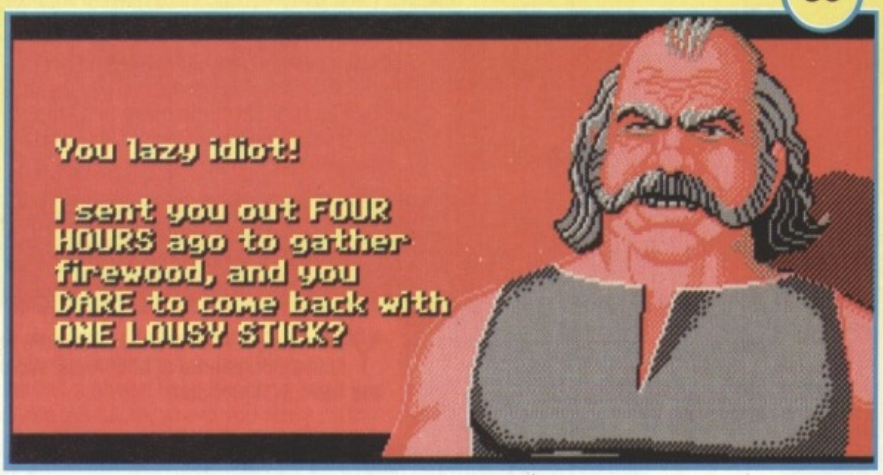
34 ...unless you impersonate Rusty using the REFLECTION draft. Then there's no problem.

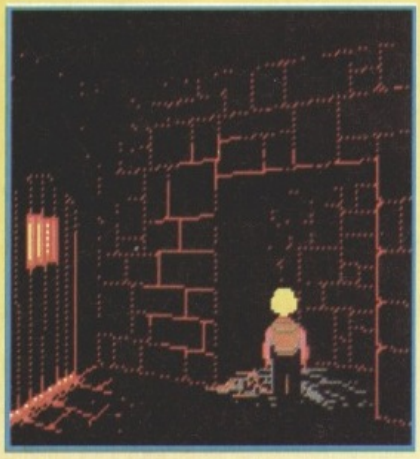


35 Muddle your way across this screen (there's only one way you can go) until you meet a very angry Stokes.

He assumes your distaff is firewood and throws it on the furnace...

36





37 ...and locks you in here. Examine the straw and take a well-earned rest while Hetchel (now a duck, remember?) rescues your distaff. By now you're in Weaver form again due to Rusty's accident. Cast OPENING on the door, leave the room and go down the stairs.



38 Listen to the conversation and when the blacksmith stops banging and raises the sword above his head cast a reversed SHARPENING draft on it. You're arrested and taken to the Guild of Clerics' cathedral.

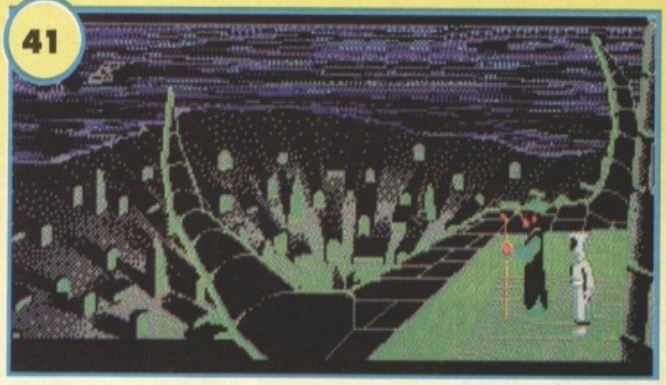


39 This is the predicament you find yourself in. Cast OPENING on the cage. One animation later you're left alone with Cob but without the distaff. Examine the crystal ball. After another short animation you're on your own and Cob's dead. Examine the crystal again.

40 Don't worry about writing down the spell you're given. It's hard without the distaff, and it's actually the TRANSCENDENCE spell you're given in the Book of Patterns. Walk through the arch.



41



Examine Mandible, who offers you his vision of the future. Casting OPENING on the graveyard, he tears a hole in the fabric and summons Chaos...



42 ...who promptly rips him apart with a RENDING spell. When he's dead, step onto the balcony again, pick up your distaff and re-enter the room. On returning to the balcony you're chased by the winged monster previously in the cage and...

43 ...fall through the fabric into the nether world. Repair the hole by casting OPENING backwards.





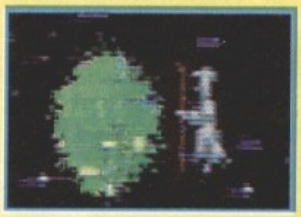


44 You must now repair all the holes, which appear in the land of the living wherever there's a graveyard. First, though, you must step through the fabric and perform a task. Here, for example, you must cast the HEALING draft on poor old Rusty before flying back and sealing the hole.



45 Cast HEALING here to revive the shepherds, then return and repair the rip. Hey, great tips, eh?





46 Not much you can do for the glass-makers — listen to the dying guildsman, then take your leave and seal the hole.



Playing Tips!

47 The story unfolds still further when you find the swans. There's not much you can do here except watch and learn, then move on to the hole in your home world to the left of the pool.





48



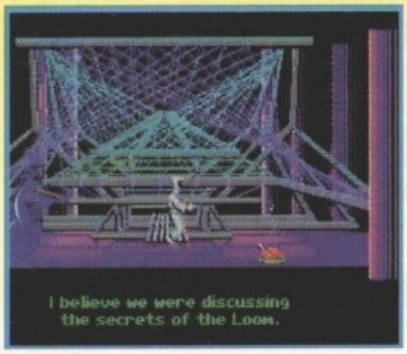


This area of the game is a bit more complicated. You can't fix the hole so instead make your way to the Loom in the large tent (what do you mean you've forgotten where it is?).

49 Examine the Loom — it plays the TRANSCENDENCE draft before you're plunged into a cat-and-mouse chase between Chaos and Hetchel. The final battle has begun!



50 Watch the SILENCE draft cast on Hetchel by Chaos. Reverse it. He goes on to turn her into a tasty snack.





51 Reverse the evil spell Chaos put on her. It's stored in the Loom if you missed it. Don't forget it —it's important.

52



Hetchel is finally destroyed with a RENDING draft, but in casting it Chaos shows you the secret of how to destroy the Loom. Repeat the spell and sit back to watch the fireworks.



53 One last task remains. Walk towards the swan and into space, and cast TRANSCENDENCE on yourself, turning you into a swan.

54 Not the ending we expected... come on, how many of you thought the TRANSCENDENCE draft was for turning the swans back into humans? Be honest, you've completed the game anyway so you've nothing to lose.





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Playing Tips!

Lemmings™ Lifeline

Well here we are again, the fifth emergency service. Yes, it's your regular transfusion of hints and tips courtesy of The Lemmings Lifeline. Judging by the huge amount of letters we have received it would appear that lots of you are at your wits end when it comes to solving Fun Level 22 on the original Lemmings. You also seem to be pulling your hair out over the 16th level on the crazy zone in Oh No! More Lemmings.

We have toiled through many a late night, burning more than our fair share of midnight oil, to bring you a solution to both stages; as well as a complete set of level codes to help you out on both games.

Remember if you are stuck on any level in *Lemmings*, *Oh No! More Lemmings* or even *Lemmings 2* then write to:Lemmings Lifeline,AMIGA FORCE, Impact Magazines, Ludlow, Shropshire SY8 1JW. Please remember you must include the level you are stuck on, as well as the password for that level. Sorry, but we cannot make personal replies to any of your problems.

A BEAST OF A LEVEL

LEMMINGS FUN LEVEL 22

If you thought that the earlier levels were strange, then you haven't seen anything yet. It's a real basher's paradise on this level, as you get a chance to don your oh-so-attractive plaid shirt and pretend to be a macho lumberjack.

1 At this point make your first Lemming into a blocker to stop your pals falling off the left hand ledge.



2 You must make your second little pal into a basher so that he can begin bashing a path through the trees for his buddies to follow.



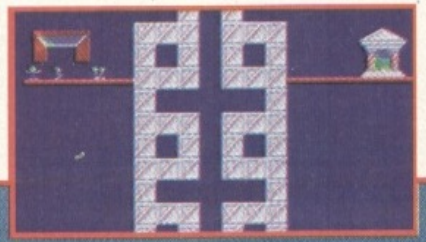
ACROSS THE GAP

OH NO! MORE LEMMINGS CRAZY LEVEL 16

Out of all the crazy levels this must be one of the easiest. Easy of course if you've got our solution and a very fast trigger finger.

You have just enough builders to complete the level, so if you waste one you might as well quit the level as it becomes impossible to finish.

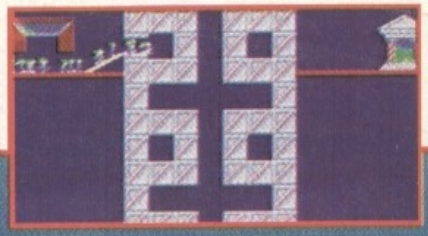
1 Use the first Lemming as a blocker at the left of this platform to stop the rest of the team falling off.



2 When you reach this point begin building to the right to make a small bridge up to the grey blocks



3 When your builder reaches the grey block make him dig through to the opening behind.



Playing Tips!

3 Continue to bash your way through all of the trees to the right until you reach the large block.



4 At this point turn your basher into a builder and make him build a bridge up to the wall.



5 When your builder reaches the wall make him build in the other direction until he reaches the tree.



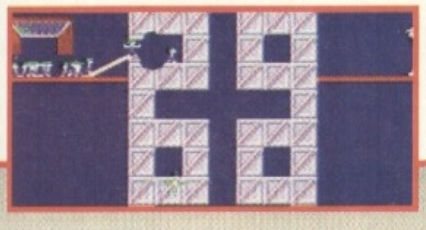
6 When you reach this point build another bridge to the right to take you on to the top of the green block.



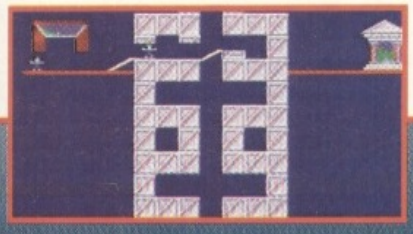
7 To make the final trip through to the exit you must use another basher to smash through the wall.



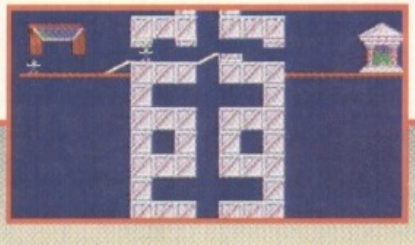
4 Allow one Lemming to pass through the passageway then put a blocker behind to stop the others following.



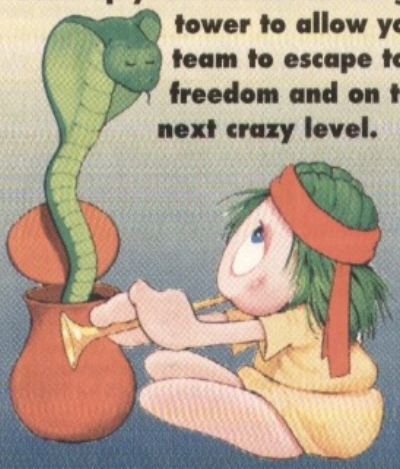
5 Use the Lemming in the hole to dig through the wall to the right, as soon as he reaches the edge turn him into a digger to pass into the next area.



6 Dig through to the right to open the final route to the exit of this level.



Blow up your blocker in the grey tower to allow your team to escape to freedom and on to the next crazy level.



LEMMINGS CODES

FUN

1	NO CODE	16	CMOLMDLQVC
2	KJJLDLCCCN	17	CEJHFLBDX
3	NJLDLCADCY	18	KKILFHCCDM
4	HNLHCIOECW	19	NJNNHCADDR
5	LDLCAJNFCK	20	JLFLCKNEDW
6	DCLCAJNFCK	21	NNHCAKOFDV
7	HCAONHLHCX	22	FLCMKLLGDJ
8	CINNLDLICJ	23	LCENLLFHDV
9	CEKHMDLJCO	24	CMNMLFLIDP
10	IKHMDLCKCT	25	CCJJMFLJDQ
11	OHODHCELCS	26	IJJMFLCKDX
12	KMDLCINMCL	27	NJMFLCCLDW
13	MDLCAKLNCS	28	HMFHCIOMDY
14	DLCIJNMOCM	29	MNHCAKNNDL
15	LCAOLMDPCY	30	FLCOKLMODU

TRICKY

1	HCGOLONPDX	16	LMBIJOOOEJ
2	CMOLMGLQDJ	17	KCCOMMLPEU
3	CCJKLEMBEJ	18	CKNLMDMQEV
4	IKHLDMCCEN	19	CCKHNKBFR
5	OHNLIBADEP	20	IJJLGMCCFS
6	IDLMCIOEEU	21	OHLFMCADFN
7	LDMCCJNFEP	22	ILFMCKOEFJ
8	EMCIJMLGEW	23	LFMCGJMFFT
9	MCEOLLDHEW	24	GICKKOLGFK
10	CMNLLEMIEP	25	MCGNMLFHFL
11	CEKKOLIJEK	26	BKOMNFIIFO
12	IKHMEMCKEX	27	CAJJMGMJFS
13	OJOLICCLEN	28	KKKOOICKFV
14	HMDMCIOMEM	29	OHMFMCALFW
15	MDMCGJMNEL	30	HMGMCMOMFU

TAXING

1	MFMCGKLNFO	16	HMDLGKOMGT
2	GMCOKLMOFY	17	MELGCKLNGN
3	MCANMMFPFO	18	DLGIJOMOGV
4	CINOMGMQFK	19	LGENMMDPGU
5	GEKKNMJBGJ	20	GKNNOLHQGS
6	KJIDLGCGU	21	GGKHNNHBHY
7	NHNLJGCDJY	22	KJJFNGCHK
8	ILDLGMOENGN	23	NJLGNGADHW
9	LDLGCJOFGV	24	KNOHGOOEHL
10	ENGIJNLGGO	25	LFNNGCJNFHJ
11	LGANOLDHGJ	26	GNGIJLLGHP
12	GKNOLDLIGIJ	27	HFANLLFHHU
13	GAJIMMHJGX	28	FINLLFNIHN
14	OKHMDNGKGT	29	FAJHMPHJNP
15	OIMELGALGK	30	UHMFMFKHG

MAYHEM

1	NJMNLFELHX	16	IJHMEMGKIO
2	HMFJFINMHQ	17	NHMDIFALIV
3	MFHFAJLNHX	18	HMDIFINMIO
4	FHFIJLMOHQ	19	MDIFAJLNIX
5	HFANLMFPHN	20	DIFIJLMOIQ
6	FINLMFHQHW	21	IFANLMDPIN
7	FAJHLDIBIW	22	FINLMDIQIW
8	IJHLDIFICIP	23	FAJHLFIBJJ
9	NHLDIFADIN	24	IJHFIFCJS
10	HLDIFINEIV	25	NHLFIFADJP
11	LDIFAJLFIO	26	HLFIFINEJY
12	DIFIJLLGIX	27	LFIFAJLFJR
13	MGCNNLEHIO	28	FIFIJLLGJK
14	FINLLDIIIN	29	IFANLLFHKX
15	FAJHMDIJIP	30	FINLLFIIJQ

OH NO! MORE LEMMINGS CODES

TAME

1	NO CODE	11	LRUDLCALAH
2	IHRTDLCCAR	12	RUDLCILMAO
3	LRTDLCADAO	13	UDLCAHVNAJ
4	RTDLCILEAH	14	DLCIHVUOAS
5	IDLCAHVIFAQ	15	LCALVUDPAP
6	DLCIHVTGAJ	16	CILVUDLQAI
7	LCALVTDHAG	17	CAHRTFLRBL
8	CILVTDLIAP	18	IHRTFLOCBE
9	CAHRUDIJAR	19	LRTFLCADBR
10	IHRUDLCKAK	20	RTFLCILEBK

CRAZY

1	TFLCAHVFBD	11	LVALVUFPRS
2	FLCIHVTGBM	12	CILVUFLQBL
3	LCALVTFHBJ	13	CAHRTDMBCL
4	CILVTFLIBS	14	IHRTDMCCCP
5	CAHRUFLJBE	15	LRTDMCADCR
6	IHRUFLCKBN	16	RTDMCILECK
7	LRUFLCALBK	17	TDMCAHVFCD
8	RUFLCILMBD	18	DMCIHVTGCM
9	UFLCAHVLBM	19	MCALVTDHCJ
10	FLCHIVUOBF	20	CILVTDMICS

WILD

1	CAHRUDMICE	11	LRTFMCADDE
2	IHRUDMCKCN	12	RTFMCILEDN
3	LRUDMCALCK	13	TFMCAHVFDG
4	RUDMCLHMCD	14	FMCIHVTGDP
5	UDMCAHVNCM	15	MCALVTFHDM
6	DMCIHVUOCF	16	CILVTFMIDF
7	MCALVUDPCS	17	CAHRUFMJDH
8	CILVUDMQCL	18	IHRUFMCKDQ
9	CAHRTFMBDO	19	LRUFMCALDN
10	IHRTFMCCDH	20	RUFMCILMDG

WICKED

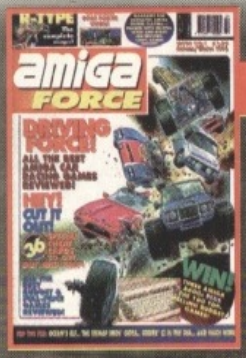
1	UFMCAHVNDP	11	LGALVTDHEO
2	FNCIHVUODI	12	GILVTDLIEH
3	MCALVUFPDF	13	CAHRUDLJEJ
4	CILVUFMQDO	14	IHRUDLGKES
5	CAHRTDLBEQ	15	LRUDLGALEP
6	IHRTDLGCEJ	16	RUDLGILMEI
7	LRTDLGADEG	17	UDLGAHVNER
8	RTDLGILEEP	18	DLGIHVUOEK
9	TDLGAHVFEI	19	LGALVUDPEH
10	DLGIHVTGER	20	GILVUDLQEQ

HAVOC

1	CAHRTFBLFD	11	LRUFLGALFS
2	IHRTFLGCEM	12	RUFLGILMFL
3	LRTFLGADFJ	13	UFLGAHVNFE
4	RTFLGILEFS	14	FLGHIVUOFN
5	TFLGAHVFFL	15	LGALVUFPFK
6	FLGIHVTGFE	16	GILVUFLQFD
7	LGALVTFHFR	17	CAHRTDMBGD
8	GILVTFLIFK	18	IHRTDMGCGM
9	CAHRUFLJFM	19	LRTDMGADGJ
10	IHRUFLGKFF	20	RTDMGILEGS

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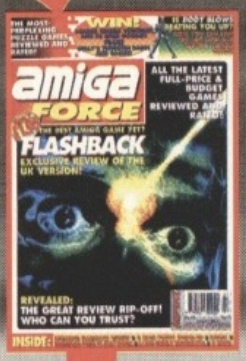
ISSUE EIGHT: Amiga CD32 revealed! Tips and maps galore for Morph, Body Blows, Flashback,Sink or Swim and Lemmings/Lemmings 2!



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Due to popular demand, here is the official AMIGA FORCE tuckshop, where you can order sherbet dips, humbugs... whoops, maybe not, but you CAN order all those AMIGA FORCE back issues that you might have missed, including that elusive Issue 1. Watch out for more special offers next month!

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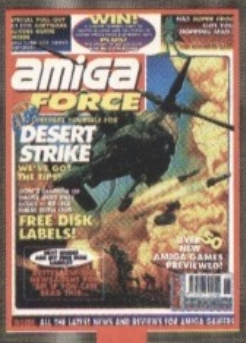


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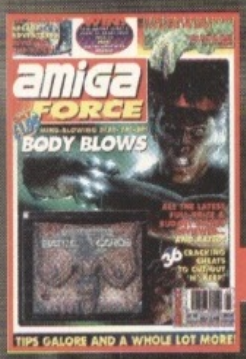
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TIPS BITS

Playing Tips!

Welcome, tipsters and tips seekers! This is the section written by readers, for readers! If you're stuck on any game, simply write in and — if the A-Team can't help you — other readers may be able to offer enlightenment. If you've got any answers to queries raised here, or any great new tips, please do send them in.
The best tipster each month wins a 12-month subscription (if you already have one, we'll extend it!). All the other tipsters' names go into a hat and the one drawn out also wins a subscription. So get writing to: *TIPS BITS, AMIGA FORCE, Impact Magazines, Ludlow, Shropshire SY8 1JW.*

SHADOW OF THE BEAST 3

Q a

I am writing to show Robert Gauci how to pass the puzzle of the fish. Put...

Fish 1 into Pond C,
Fish 3 into Pond A,
Fish 2 into Pond C,
Fish 5 into Pond B.

The remaining fish won't harm you so keep on the move.

Nathan Muscat, Zejtun, Malta

Cheers for trawling up those fishy tips, Nathan.

HOOK

Q a

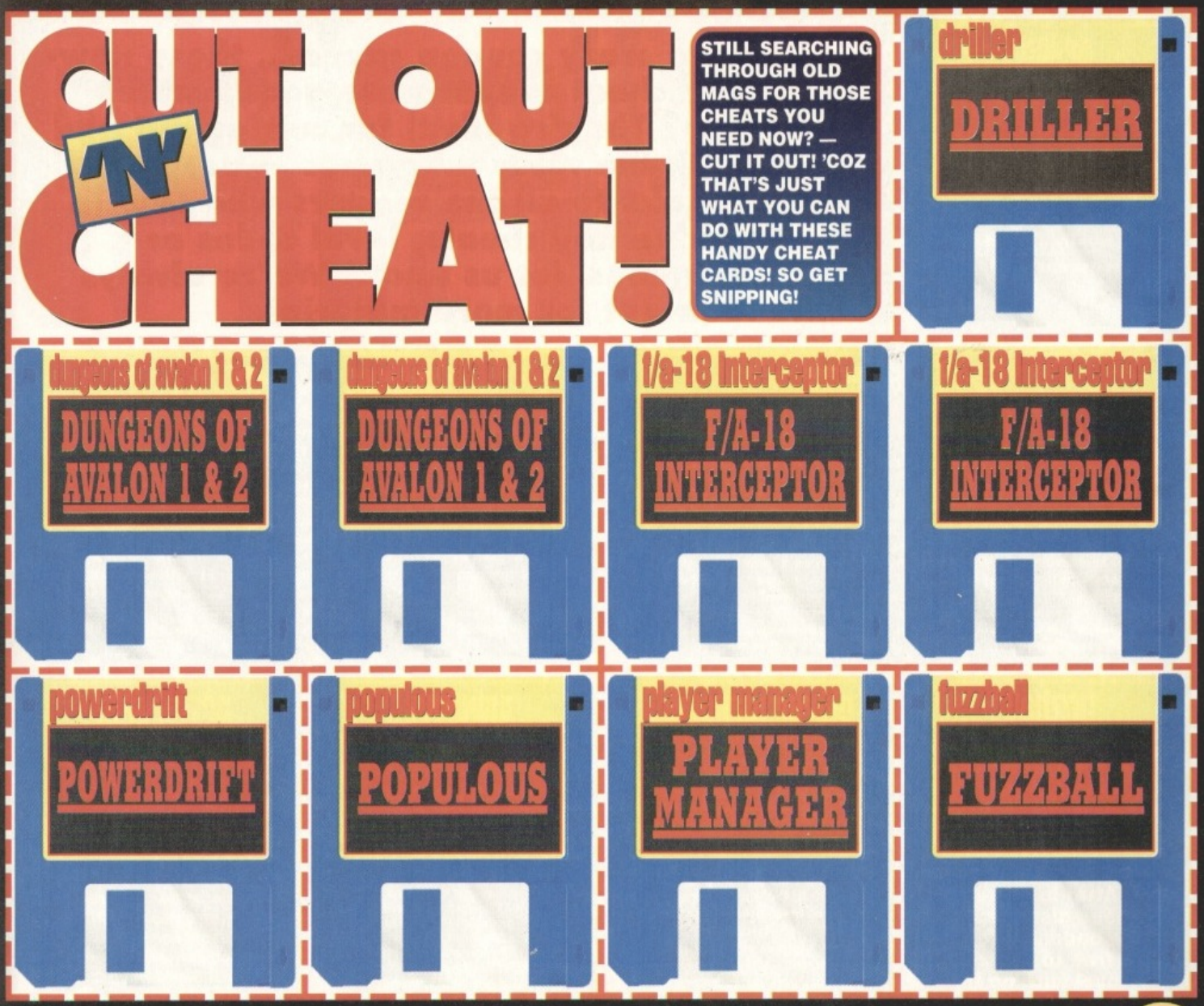
I bought my *Hook* game for the Amiga 500 last Christmas. I played my game on and on but I could not get his pirate uniform: the hat, jacket and pants. Please will you tell me how to get them?

Adam Snook, Littledown, Bournemouth

No probs, Adam. To get the hat... Go behind Pirate Square and get the pole and anchor. Collect a rope from the right side of Dead Man's Pier. USE these together to make a grappling hook. Visit the Bait And Tackle and go up the stairs and onto the balcony, picking up an empty mug on the way. Below you'll see a pirate walking backwards and forwards across the square. USE the grappling hook on the top of the clock. This will need some practice, but eventually you'll succeed. Swing across the

CUT OUT 'N CHEAT!

STILL SEARCHING THROUGH OLD MAGS FOR THOSE CHEATS YOU NEED NOW? — CUT IT OUT! 'COZ THAT'S JUST WHAT YOU CAN DO WITH THESE HANDY CHEAT CARDS! SO GET SNIPPING!



Playing Tips!

square to the laundry, grabbing the pirate's hat on the way.

To get the jacket... Knock on the laundry room door, and when a voice says 'I'm coming', swing back across the square and hurry around to the washing line. This may take two or three attempts as speed is of the essence. USE the washing pole to get the jacket. In the pocket there's a gold piece.

To get the pants... Enter the Crossed Swords and collect the two empty mugs. Give all three mugs to the barman in the Jolliest Roger. Now have a chat to Doctor Chop and take his blind. Let him pull out two teeth and he pays you with two gold coins.

Return to the Jolliest Roger and talk to the lazy pirate. Buy him three drinks with the coins to make him fall asleep, then steal his pants! Go behind Pirate Square and, using the blind for cover, change into your pirate clothes.

Many thanks to The Adventure & Strategy Club for these tips. For information on how to join, send an SAE to them at 17 Sheridan Road, London E12 6QT — and mention AMIGA FORCE!

PROJECT X

Q I have compiled a player's guide of the first three levels...

Level 1

Always select Hyperion class ship as it's far superior to the other two (you also start with the Side-shot).

As soon as possible, select the Plasma weapon and power it up several times to maximum. As you're blasting your way through the levels, collect power-ups to power up Homing Missiles and your Side-shot once. Use the build-up flame thingy whenever you get into a tricky situation.

Forget *ever* using Magma or Laser — they may look pretty and attractive when blasting the enemy out of the sky, but they take far too long to power up and they only fire forwards. Much better is the Plasma weapon which has three-way fire.

End-Of-Level Guardian

Keep out of the way of the pincers, and each time it fires its laser beam, get your Plasma right in the blue eye. It should take three or four good shots to destroy.

Level 2

You should have maximum power capabilities on the following: Plasma, Side, Build and Missiles. If not, then do so ASAP. For the rest of the available power-ups, use them all on the Stealth capability.

Watch out for those little bullet-type things that come in their hundreds during the middle of the level — very tricky. Also watch out for those two metal balls that rotate around your ship and release multiple balls — a very dodgy section. Remember, Stealth will save your life.

End-Of-Level Guardian

This is easy, it's like an old rusty can. Keep out of the way of those two yellow lasers and blast it out of the atmosphere before it releases its wrath. Very easy, I think.

Level 3

Watch out for the rocks falling from the roof: Side-shot is essential here, as the Homing Missiles fall straight down.

The Phoenix flame-birds are a worry (excellent graphics). The serpent built into the rock is tricky: just blast the flames that come pouring out and keep to the back of the screen until it's destroyed.

End-Of-Level Guardian

So simple — if you have Stealth capability on, just move your ship onto the two ships and destroy them. If not, use Plasma and keep to the back of the screen.

Ryan Humphreys, Wakefield, W Yorks

driller

THE HIT SQUAD

On starting the game you're facing a small shed-like building. Shoot it 20-odd times and you're transformed into a jet, so you can fly around the Freescape world.

More crazy coupon capers... these new-look cheat coupons are good, aren't they? They're ideal for cutting out and putting with the relevant games — very handy! Thanks to all the readers who sent in tips. If you've any cheats, level codes or secret subgames, let us know. We're always on the look-out for more material.

f/a-18 interceptor

ELECTRONIC ARTS

1) When the game's loaded you're shown the credits. Write-protect the disk. Press the key on the 'missions' menu for selectable missions and you can now do any of the missions by pressing F1-F5 without having to qualify.

2) For extra missions, enter free-flight and press 6, 7, 8 and 9 to enter the game. Quit and the missions can now be accessed.

3) Select option two, 'Free Flight, no enemy confrontation' from the main menu. Now select zero instead of one to four. The screen goes into a spiral and scrolls way south to 34 by 117 degrees, placing your plane somewhere without a runway. To take off you have to use the afterburners. 117 degrees is the furthest south you're able to fly, but you can go in other directions.

4) In mission six, once you've fired all your missiles, you can land on the Shadow Sub (if it is still afloat) which refuels and rearms you.

dungeons of avalon 1 & 2

PD

a) Go to the Adventures Guild, and load in one of the characters given at the start (let's say you chose Amber).

b) Create five new characters, of any race or type. Make sure that all five people have at least 130 gold pieces.

c) Go to the weapon shop, and pool all the gold, giving it to Amber.

d) Go back to the Adventurers Guild and remove all players but Amber.

e) Now load in the other five characters that are pre-made at the start of the game. You can now start your quest with somewhere in the region of 1,000 gold pieces, unless you kit everyone up at the weapon store, train, etc.

You can repeat this as many times as you want each go, giving you in effect infinite money.

fuzzball

SYSTEM 3

On a really hard level, wait for ages until your time runs out. A swarm of bees fly at you. Shoot as many as you can — it doesn't matter if you die. After losing a life the bees disappear, as do the baddies. You are now free to complete the level with no foes.

player manager

ANCO

Buy young, cheap players and keep them in the squad for a whole season. Next year, their price has increased and you should have no trouble selling them for a huge profit. Only buy players with very high agility ratings, as this effects all other attributes. If agility's high (about 200), the player becomes an excellent footballer in a season or two.

Remove eight or nine players from your team, then after two or three big defeats you get sponsorship.

populous

ELECTRONIC ARTS

Load a 'Conquest' game as normal. Click on the 'World' icon. Click on 'Custom Game', and then on 'Game Options'. Change any options you like then click on 'OK'. Choose 'Evil', 'Two Players' and cancel. You're now in the conquest game, but the enemy cannot build or alter the land in any way. There are three hidden monsters which roam across the landscape and eat people. The rock monster appears on rock worlds, an ice monster on ice worlds, and a giant flying wizard in the desert. To force the creature to appear, fill the landscape with the maximum of 200 people.

powerdrift

KIXX

Select any course except D and win all the races (you must get a gold medal — finishing in the top three is not good enough). Collect all the medals and you enter a bonus round on a secret course with you in control of the F14 Tomcat from *Afterburner*. There's no collision detection. Do the same again on course D for another bonus round, this time on a *Super Hang-On* bike.

Thanks for that playing guide, Ryan. It's just the sort of thing we like to see. Has anyone else got a playing guide for their favourite game? Send 'em in!

MYTH

Q&A Here is my complete guide to *Myth* which should come in useful for the more illogical puzzles in the game.

Hades

At first, stay at the top of the screen, killing the skeletons and demons with kicks until the sword and the blue fireballs are retrieved. Then cut down the skeleton hanging from the top of the screen and drop down after him. Cut off the skeleton's head so it fall into the nearby pit of fire. Arm your fireballs to kill the demon which flies out. Now pick up his trident and go to the top of the screen, running right until you meet a large green monster. Kill it with the trident and run right until you reach the end of the level.

Skyros

Quickly arm your sword, but jump over the soldiers — it's easier. As soon as you hear the nymph saying 'come closer', stop and slowly tap the joystick to the right, but stop as soon as she says 'stop'. Repeat this procedure until she says 'kneel', upon which she disappears and leaves you an extra energy block. Keep running up to the large statue of Achilles and then repeatedly hit his left heel with your sword while avoiding the soldiers. When his statue collapses, pick up the shield and arm it, causing the soldiers to kneel instead of attacking you. Whack the soldier with the shield.

Temple Of Athena

Arm your shield and cautiously confront Medusa. Note the pattern of her shots and block them with your shield. When she turns her head away, cut it off with your sword and pick it up. Arm the head and keep running and jumping onto the visible platforms — on the last one, jump as far as possible and you should land safely. Destroy the three-headed Hydra with Medusa's head, taking care to duck its fire.

Stay ducked here. Between every shot, stand up and shoot the heads.



Then go and stand at the end of this platform and kill the bottom Hydra head with Medusa's head. If this is done correctly you should not lose energy.

Maelstrom

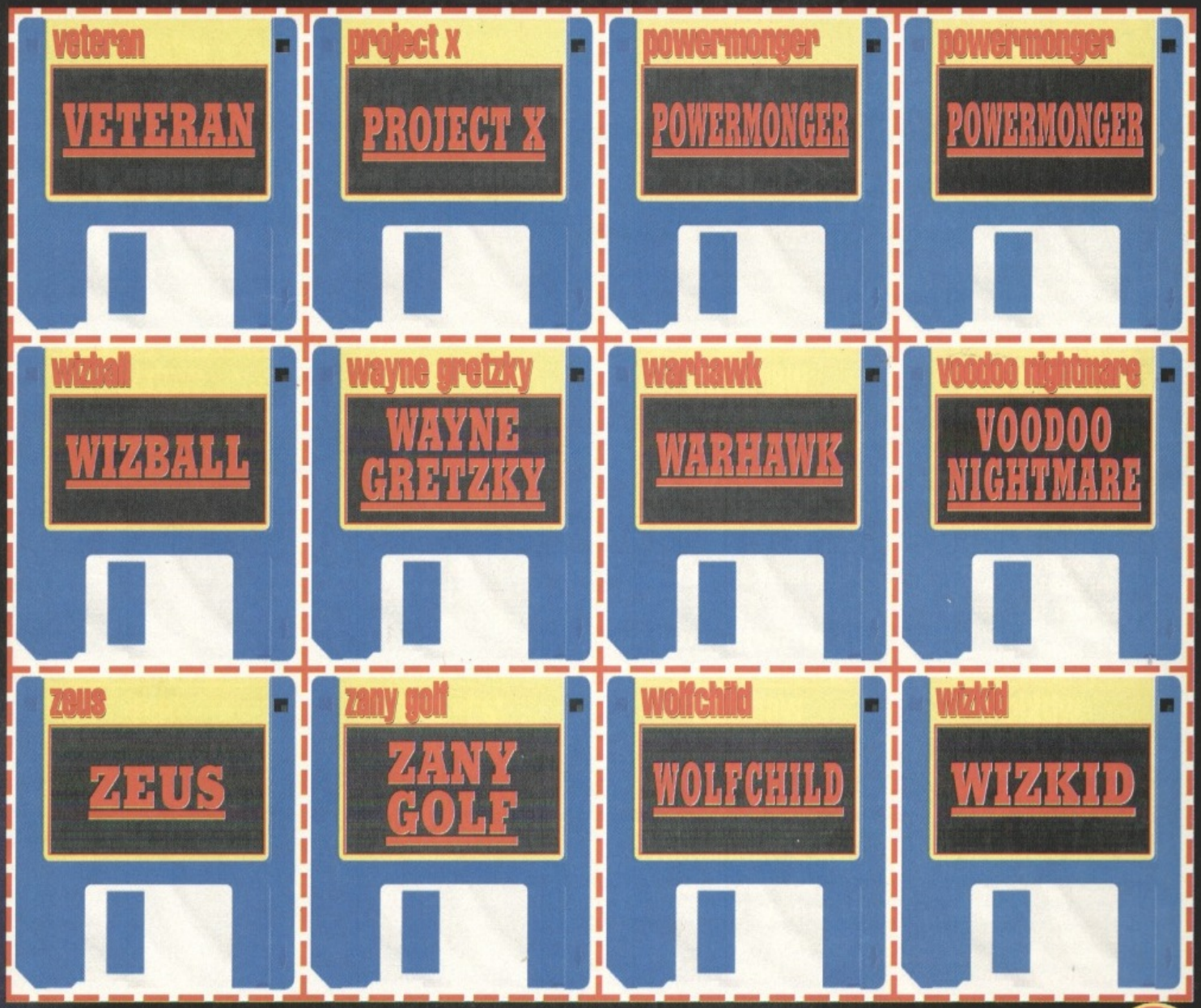
Obtain the axe from the first soldier and then run along the boat, decapitating people until the crow (perched to the far right of the boat) starts flying. Hit the crow when it comes near the ground with an overhead swipe and then pick up the small coin it leaves behind. Do not mess about here or you will be struck by lightning.

Forests Of Nidhogg

Take as many daggers as possible, using them to kill the fat blokes. Pick up the burning stick and use it to kill the demons tormenting the woman. She then disappears, leaving you the sword. Due to the dragon's armour-like skin, the daggers have no effect until you make an open wound in its chest with your sword. Attack as soon as it has breathed its breath and you shouldn't lose energy.

Asgard

Again, obtain many daggers from the small demons and throw your daggers into the eye of the skull on



Playing Tips!

the wall until it stops firing. Then kill the man who comes out of the door, with daggers. Repeat this procedure one more time with the other skull on the wall above and you're taken off to meet Odin himself.

Collect more daggers from the red demons and use them to throw at the punk with the hammer. Get into positions on the various platforms where you can hit him with daggers but he can't get you. When you've defeated him, stand on the top platform and throw daggers into Odin's head. Watch out for his shots.

Valley Of The Kings

Arm your sword and kill the first snake. the doors are eight lighter-coloured blocks in the wall. Go to the second door in order and stand over it. Work your way past the traps and collect the eye. However, don't use this yet as it loses your energy. Go back outside and go into the third door in order. Keep going right avoiding the traps until you reach the second room. Again, keep moving right — if a trap won't move, run off the pressure pad and run back onto it again.

Chambers Of Anubis

Kill the Hari Krishna dudes with your sword and collect the anchor. Go up the first platforms and kill the man wearing the headdress. Then take the headdress and break open the pot containing the vase. Collect the other three vases at the bottom of the screen. Don't bother killing the mummies but just run past them as they are so slow.

If you're low on energy, activate your anchor and walk over the similar one on the wall in front of Anubis to replenish energy.

This next bit requires you to activate the anchor and stand over the matching anchor in front of Anubis again, but you must be in the exact middle of the anchor on the wall. While there, select your eye from the previous level but don't activate it while you're ducking. After Anubis has fired a shot, stand up and activate the eye. Then fire it and if you're in the right position, a blue beam should go across to Anubis and you're able to obtain superjumps. Jump up onto the higher platforms and go onto the next level.

Tomb Of The Pharaoh

Place the vases in the corresponding holes in the structure. Trial and error may be required if you get it wrong. When all the flames are lit, kill the head and go onto the next level.

Realm Of Chaos

This level is a shoot-'em-up through time and space. It might be easier to not select the shield or the fireball because taking your hand off the joystick for a second could be fatal. However, select the three-way fire as it's invaluable for the guardian.

The Final Confrontation

This is where your three-way shots are useful. Kill the heads on the guardian and then finish him off.

Dan Gray, Skidby, N Humberside

What a great guide — thanks for that, Dan. And your reward for being Tipster Of The Month is Medusa's head! Only kidding, it's a year's subscription to AMIGA FORCE.

TIPS WINNERS

Tipster Of The Month is Dan Gray from Skidby in North Humberside, for his magnificent *Myth* guide. Send in a guide to your favourite game and you could win too! The lucky lottery winner, picked out of the hat full of tipsters, is Ryan Humphreys from Wakefield. Both receive a year's free subscription to AMIGA FORCE. Next time it could be you!

powermonger
ELECTRONIC ARTS

A few hints and effects:
Inventing cannons and catapults is easier than you might think.
Make a Captain aggressive before clicking on the desired town and then click on the 'invent' icon.
After ten seconds or so click on it again and then on the town in question. This speeds up the process considerably, but the cheat might only work once on each island.
Something very strange happens if you kill all the sheep.

powermonger
ELECTRONIC ARTS

More hints and effects:
Enlist a shepherd with sheep into your army, and set the shepherd afloat in a boat — his sheep swim behind him. If the shepherd's killed, the sheep wibble on the water and look very stupid indeed.
In the winter, take a lone Captain to the North of the map. Leave him be, but keep 'em peeled... he starts shearing a sheep, complete with appropriate sound effects. It doesn't last long though, as he has a tendency to kill his fleecy friend and eat it.

project X
TEAM 17

To access the secret stage... At the end of the first level you're confronted by a guardian who fires a large laser from between a pair of metallic arms. Once it's fired, you squeeze between the forks — not easy! You then access the bonus stage — shoot the *Galaxian*-like aliens for a big bonus score. Clear 'em, and you get three extra lives.
Also, when you die on a really difficult part, when you return fly to the bottom of the screen before your craft stops flashing — you enter a secret (and empty) tunnel.

veteran
INFOGRAMES

Press the HELP key during play to advance the mission to the next stage.

voodoo nightmare
PALACE

You've probably noticed all of the nasties go to sleep at night. When you pause the game, the day/night timer still runs. It's possible to play during the safe night periods only, pausing the game during the dangerous daylight hours.

warhawk
IMPRESSIONS

After loading the game, press F3. When you start a blue blob appears on the screen. Pick it up for infinite power.

wayne gretzky ice hockey
BETHESDAN SOFTWORKS

While you're playing the game and speeding towards goal with the puck in your possession, press the ? key to remove the goalie.

wizball
OCEAN

During play, pause the game with the Space bar, type RAINBOW and then unpause. Nothing happens, but if you press Space again and press the C key, the screen rapidly flashes white and you fill the pot with colour, taking you to the bonus round. If after re-pausing you press S, the screen once again flashes and you complete the entire level. There's another key which completes the game, but I'm not going to tell you which one. Only one of these effects can be used each go, and the cheat has to be re-entered when you play again.

wizkid
OCEAN

Complete a tune and buy as many stars as you need to build up to a life. Make sure you have 100 Wizdollars left. Now go to body mode and call back the red balloon and buy another star. It gives you an extra 100 Wizdollars. Keep doing this until you have enough money to buy what you want.

wolfchild
CORE DESIGN

Type ITS NOT ALL WALKING during play to activate a *Rick Dangerous*-style level skip facility. You can then access any level.

zany golf
ELECTRONIC ARTS

To get to the secret level, make it to the last level (Energy). There is a mouse hole where two eyes appear occasionally. When the eyes turn red, put the ball into the hole to warp to the secret level, 'Mystery'.

zeus
PD

LEVEL CODES;

2. ecstacy
3. specci
4. publicenemy
5. rundmc
6. ice-t
7. toneloc
8. l. l. cool j
9. thenewstyle
10. was not was
11. beats int.
12. mantronix
13. double dee
14. vanilla ice
15. n. w. a.
16. daisy dee
17. bombthebass
18. d. n. a.
19. ice mc
20. m. c. hammer
21. tony scott
22. chadjackson
23. nenecherry
24. beatmasters
25. technotronic
26. betty boo
27. 49ers
28. ac/dc
29. sex pistols
30. obituary
31. sacrement
32. judaspriest
33. deep purple
34. testament
35. slayer
36. sacreditch
37. manowar
38. aertzte
39. hosen
40. billy idol

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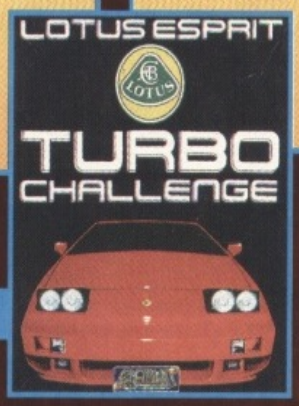
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LOTUS ESPRIT TURBO CHALLENGE

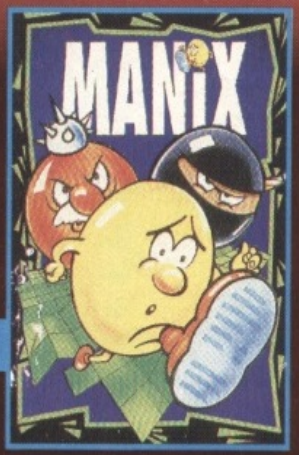
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MANIX

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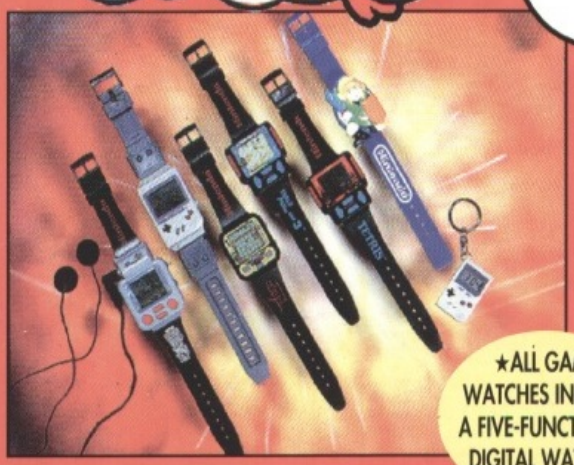
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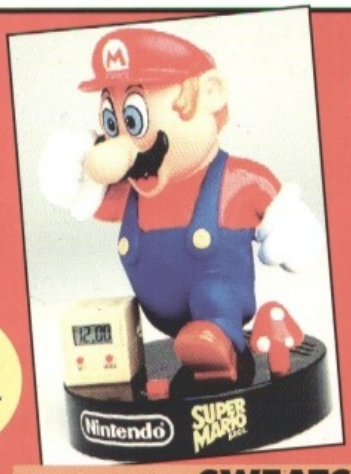
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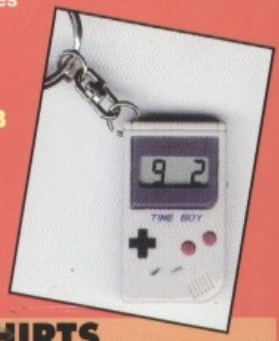
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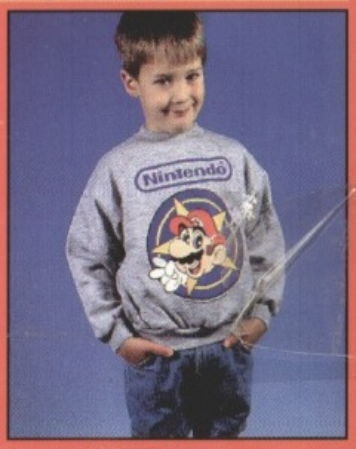
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